



PC Design Document
Jimmy Neutron: Boy Genius vs. Numej Jetron: Evil Genius Boy
1 February 2024
Version 1.2



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Jimmy Neutron: Boy Genius vs. Jimmy Negatron: Evil Genius Boy

Target Age (10 Year Olds)

This game will be targeted towards young children approximately 10 years of age. Jimmy Neutron: Boy Genius vs. Jimmy Negatron: Evil Genius Boy is a 3D adventure game. The game incorporates a few of the pre-existing areas (neighborhood, Candy Bar, Jimmy's lab and house) and introduces new areas such as Negatron's underwater lab, Retroville's Museum of Science and Industry, Buggy VOX's virtual reality, and the Flurp Factory.

Each level of the game will use a three-layer combination of game play. The first element will be a story / cut scene element, the second element will be an exploration element where Jimmy will acquire the items needed to get to the action element. The third / action element will make use of the acquired items to create an invention that will be used for the action element. The player will have the first third of the game escaping Numey's bizarre dimension. While Jimmy is escaping Negatron's traps he is busy at work altering Retroville and ruining Jimmy's reputation. Humor will occur during cut scenes as Negatron demonstrates to Jimmy his changes, such as Cindy drinking black Flurp and falling in love with Negatron.

Once Jimmy reaches Retroville, the player can select in any order one of five levels that must be returned back to normal. After each level, Jimmy will have the opportunity to convince those he has saved that it wasn't him but Negatron who is altering his world. The last rescue will occur in the Flurp factory where Jimmy will not only have to save Cindy, but destroy the Black Flurp formula and re-introduce the Purple Flurp formula. Jimmy traps Negatron inside the Flurp factory, outsmarts him, and bottles him in order to return him to his own dimension. Just when all is almost over, Negatron has one last surprise. He animates the Dinosaurs in the museum and Jimmy must stop them from destroying Retroville.

Most of the humor in the game is based on ludicrous circumstances, bizarre dialogue, and offbeat puzzle solutions as well as Jimmy and Negatron trying to dupe one another using strategy and technology.

Storyline Intro

The game begins with Jimmy Neutron attending a field trip at the Retroville Museum. Jimmy is fed up with Miss Fowl's boring take on science, and with being generally bored. The scene then switches to a view of a mini mad scientist's lab on the verge of another great discovery. The camera zooms in on Jimmy Negatron, Jimmy's twin opposite with a goatee that lives in another dimension. Negatron's final evil-minded objective is to swap places with Jimmy and turn the Neutron world upside down. Negatron has created a device, which will enable him to swap places with Jimmy. In doing so Jimmy will be placed in a cage and he will have to use his wits to not only escape Negatron's lab but his bizarre dimension as well.

Platform

Minimum System Requirements:

- Pentium II 266MHz
- 4MB Video Card
- 32MB RAM
- 200- 250 MB HD Space (exact amount near Alpha)
- 8x CD-ROM
- Windows 95, 98, ME, 2000 & XP
- Sound Card
- Mouse

Recommended System Requirements:

- Pentium III+
- 8MB 3D Hardware Accelerator Card
- 64MB RAM
- 200- 250 MB HD Space (exact amount near Alpha)
- 16x CD-ROM Recommended
- Windows 95, 98, ME, 2000 & XP
- Sound Card
- Mouse and Joystick

Technology

Frame Rate

Jimmy Neutron: Boy Genius vs. Jimmy Negatron: Evil Genius Boy will maintain a frame rate of no less than 10 frames per second on the minimum system spec. To improve frame rate, screen resolution may need to be reduced to 320x240, and some special effects and levels of detail will be reduced. With faster CPU speeds and 3D hardware acceleration, it is expected that the game will achieve higher frame rates.

Engine

The rendering engine behind Jimmy Neutron: Boy Genius vs. Jimmy Negatron: Evil Genius Boy is the Pacific Media Worx OMT engine. The engine allows for smooth game play in visually stunning environments. The engine offers 8-bit software mode rendering as well as 16-bit hardware rendering.

Peripheral Controls

There will be 3 configurations using standard peripherals for the player to control Jimmy Neutron or any of Jimmy's Vehicles during the game: Keyboard, Joystick, or Mouse.

Jimmy Neutron: Boy Genius vs. Jimmy Negatron: Evil Genius Boy will ship with standard preset bindings for the 3 standard control configurations to reduce setup time before starting to play.

Keyboard

Key	Control
Up Arrow	Forward
Down Arrow	Backup
Left Arrow	Turn Left
Right Arrow	Turn Right
ENTER or CTRL	Primary Fire/ Sub grabber claw (sub only)
SHIFT or INS	Jump - Jet Pack Burst
M	Menu Toggle
O	Objectives
H	Help Menu
I	Pickup Item Inventory
L	Spotlight ON/OFF (sub only)
G	Call Goddard
TAB or SPACE	Gadget Screen/ Speed burst (sub only)
ESC	Quit / Main Menu / Skip cut scene

Joystick

Key	Control
Joy/Pad Fwd	Forward
Joy/Pad Back	Backup
Joy/Pad Left	Turn Left
Joy/Pad Right	Turn Right
Button 1	Primary Fire
Button 2	Jump - Jet Pack Burst
Button 3	Gadget Screen
Button 4	Inventory Screen
Button 5	Main Menu
Button 6	Objective

Mouse

Key	Control
Mouse Forward	Forward
Mouse Backward	Backup
Mouse Left	Turn Left
Mouse Right	Turn Right
Left Button	Primary Fire
Right Button	Jump - Jet Pack Burst
Middle Button / Wheel	No Function

Installation

Installation

InstallShield will be used as a simple and easy to follow installation routine that installs the entire game properly on to the users system without the user having to do any manual copying of files. Only one installation option will be available which will require approximately 200-250 MB of hard drive space. The CD will be required for playing the game.

Uninstall

The game will have an Uninstall option listed from within the Start menu, under the Jimmy Neutron game folder. This program will delete any files that were installed by InstallShield during the installation program. Any data files that were created after the game was installed will not be deleted.

Game Flow Sequence

Program Icon

Clicking on the Game Icon located on the desktop will begin the game.

THQ Logo

THQ will provide AWE Productions, Inc. with the appropriate legal language and any THQ required logos for the install program, as well as copyright information and/or a trademark for the game itself.



AWE Productions, Inc. Logo

The AWE Games logo will display with a 3 second maximum time limit.



Jimmy Neutron: Boy Genius Logo

THQ will provide AWE Productions, Inc. with the appropriate legal language and any Jimmy Neutron: Boy Genius vs. Jimmy Negatron: Evil Genius Boy required logos for the install program, as well as copyright information and/or a trademark for the game itself.



Game Start

The game will start with a small introduction paragraph that will appear as text floating on the screen (similar to the Star Wars intro) that a narrator will be reading. The paragraph begins to set the scene by introducing Jimmy's hometown, Retroville, and describing how perfect and normal everything is. The first scene shows Jimmy and his class on a field trip at the Retroville Museum. After establishing the normalcy of Jimmy's world, the focus shifts to Jimmy Negatron, and his plans to alter Jimmy's dimension.

Cinematic Cut Scenes

Opening Cut Scene: Introduction Jimmy and Retroville

Introduction
3 phases
Jimmy / Numey / Jimmy,
Numey, & Cindy



The game will begin with dialog introducing Jimmy and the perfectly normal Retroville. This dialog will be spoken by a narrator.

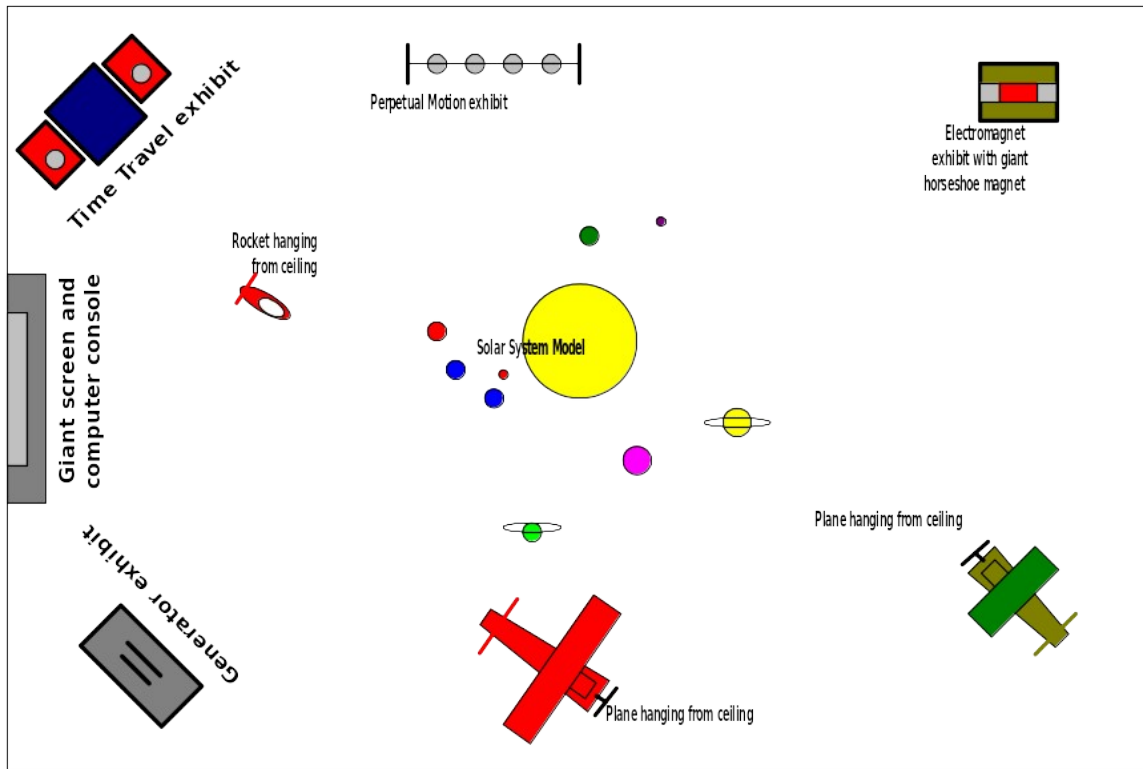
File Name	Character	English In-game Dialogue
Intronarrator 01	Narrator	Retroville: one of the happiest places on Earth. Life here is good. Jimmy Neutron, Boy Genius, lives here in this wonderful place, and Jimmy is...well... BORED! Jimmy doesn't know it yet, but his life is about to get...interesting.

After the dialog is finished a camera will pan down to the Retroville Museum, and the first cut scene will begin.

Three cut scenes set up the games plot and characters. The first will show the Retroville Museum as Jimmy Neutron is on a class field trip. The next scene will show Negatron in his lab as he finishes his invention. Next, Jimmy and Cindy will be inside the museum at the Science Exhibit, as Jimmy is about to prove the current exhibit's "lack of details" by using his time travel device. Negatron will then locate Jimmy and the introduction will end with Jimmy and Negatron switching places. Approximate intro cut scene length will be 6 minutes, 30 seconds, and may be skipped at any point.

Scene 1A: Introducing Jimmy and Retroville

Map: Retroville Museum-Science Exhibit



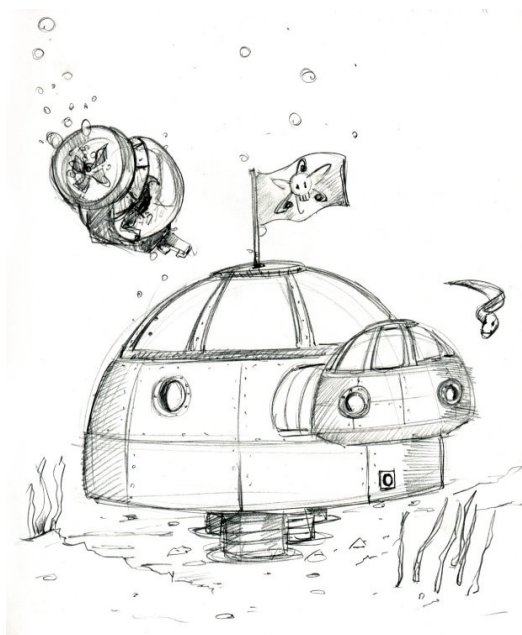
The Science exhibit room in the Retroville Museum contains various exhibits, including a large model of the solar system, a generator exhibit, time travel exhibit (with a generator, various switches and antennae), an electromagnet exhibit, a large computer exhibit (with a large console and a giant screen), and a perpetual motion exhibit (a large version of one of those executive toys with the metal balls).

The camera drifts down, past the text, and focuses on the Retroville Museum, where Jimmy and his class are on a field trip. The camera switches to the interior of the museum, where Jimmy's class is on a tour of the science exhibit. The tour is being led by Miss Fowl, who is droning on and on about very boring things.

File Name	Character	English In-game Dialogue
Introfowl01	Miss Fowl	NOW CLASS, over here we have a replica of the first steamless steam engine, which was invented by Norville Fleuglehammer in 1892. Doctor Fleuglehammer was a VERY interesting man. History tells us that he INSISTED on eating nothing but brussel sprouts his entire adult life. His wife, MRS. Fleuglehammer, would send him to the general store to buy oatmeal. Every time, he would return with brussel sprouts.
Introjimmy01	Jimmy	<i>Most of the children are fighting to stay awake and pretending to pay attention, but Jimmy is BORED, and</i>

		<i>starting to wander.</i> Wow, I am completely amazed by Miss Fowl's ability to make something as exciting as SCIENCE sound so BORING!
Introjimmy02	Jimmy	Man, this is the second time this year we've been on Miss Fowl's SAME OLD tour of the SAME OLD exhibits. NOTHING ever changes here."
Introjimmy03	Jimmy	<i>(Jimmy tilts his head upward and yells in frustration.)</i> CAN'T ANYTHING EVER BE DIFFERENT?
Intronarrator02	Narrator	<i>(The narrator continues, as if answering Jimmy's question.)</i> Oh, but it can be, and somewhere in another dimension, things ARE different, VERY different.

The museum scene fades and a title screen is shown while the next scene loads. The title screen is done in the style of a 40's or 50's science fiction movie poster. The screen displays the title of the game, and shows a fearful Jimmy and Goddard looking at a shadowy figure whose shape closely resembles Jimmy's (this figure is Numey, but he isn't clearly visible.)



Scene 1B: Introducing Negatron

Map: Negatron's Lab

The loading screen fades, revealing an underwater seascape and a Jimmy Negatron super secret underwater lab. Text is displayed at the bottom of the screen, military computer readout style, like in all the action movies. The text reads:

Jimmy Negatron's Super Secret Lab
Underwater, Another Dimension

As the camera slowly moves closer to the underwater laboratory, the narrator continues.

File Name	Character	English In-game Dialogue
Intronarrator 03	Narrator	In this other dimension is a boy named Numey Jetron, EVIL GENIUS Boy, and if THIS boy has his way, things WILL change in Retroville.

The camera switches to the lab's interior, and Negatron is seen in his lab, reading a list of accomplishments with only one remaining to be completed: "Alter Jimmy Neutrons world." We see him experimenting with an invention that can locate Jimmy and Goddard and transport them both, if he gets the right signal. Negatron is completing changes to his machine that will alert him when Jimmy uses an invention, so he can then lock on to the signal and make the transfer.

File Name	Character	English In-game Dialogue
Intronumey 01	Negatron	Negatron <i>is typing changes to his dimension portal. One of Negatron 's henchbots, Herman is behind him, aping Negatron 's actions, wanting to be just like him.</i> Just a couple more changes, and the final phase of my greatest plan can begin!
Intronumey 02	Negatron	Yes! My dimensional portal is the KEY that will allow me to complete my list of objectives. <i>Camera zooms in on his long list of objective with only one left ... Alter Jimmy Neutron's perfect dimension.</i>
Intronumey 03	Negatron	<i>(Evil genius laugh)</i> Whoo ho ... ah ... ahhha
Intronumey 04	Negatron	<i>(Imitating Negatron s laugh, but not getting it quite right)</i> Whoo hoo ha haaah!
Intronumey 05	Negatron	<i>(Yelling)</i> HERMAN!!
Intronumey 06	Herman	<i>(Sheepishly, knowing he's in trouble)</i> I know, I'm an imbecile. Go lock myself in the broom closet. <i>Herman leaves</i>
Intronumey 07	Negatron	<i>(Clears his throat)</i> Now all I have to do is wait for that second-rate pretend genius, Jimmy Neutron, to activate one of his inventions, and I'll lock on to the signal.
Intronumey 08	Negatron	It'll be CHILD'S PLAY! EVIL child's play! HA HA HA!

Negatron's Lab Details & Descriptions

- Soviet-style propaganda type posters on the wall, with Negatron related slogans. **Note:** posters should appear as if the hoverbots are the intended audience.
- Museum blueprint to display on computer screen
- Technical readout on Jimmy (vital statistics, strengths, weaknesses, etc.) to be displayed on computer screen "Target: Jimmy Neutron"

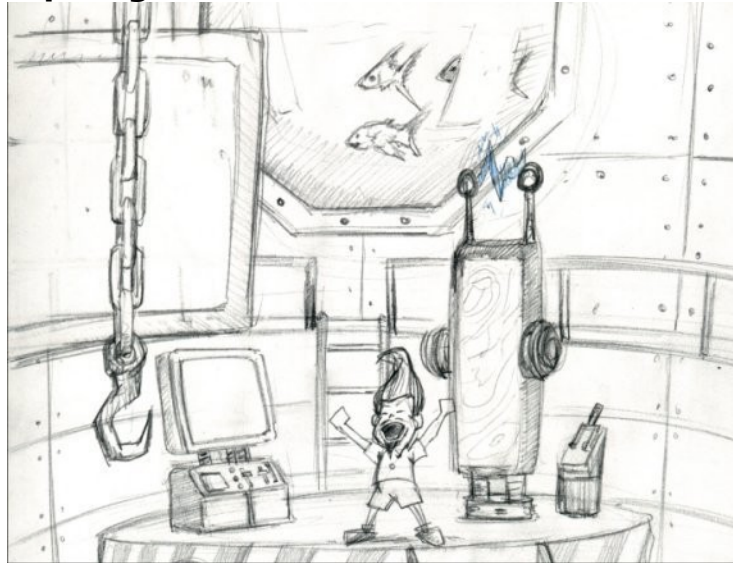
- “Submarine Parking” sign
- Bubbles for outside lab window
- Large mad scientist type gadget to hang from ceiling
- Large levers and switches

Scene 1C: Negatron Locates Jimmy

Map: Museum - Science Exhibit

File Name	Character	English In-game Dialogue
Introjimcind01	Cindy	<i>Talking to self, knowing Jimmy can hear.</i> Now this exhibit on the theory of time travel is pure genius.
Introjimcind02	Jimmy	<i>Jimmy knowing the exhibit is all wrong and not functional.</i> You've gotta be kidding, Cindy. Einstein's theory of time travel has many gaps in it that prevent travel through portals.
Introjimcind03	Cindy	Oh ... sure N-E-R-D-TRON. Next you'll tell me that YOU can have it-perfected ... right?
Introjimcind04	Jimmy	Why of course. Let me show you! <i>Jimmy fumbles with some keys and feels his device is ready.</i> All I have to do is press this button and we'll go back 50 years!

Map:Negatron's Lab



Negatron the mad scientist rejoices in the fact that Jimmy is so predictable as he locks on to his signal and prepares to swap places with him. Details and strategy are his vices as he has a slew of planned traps, maneuvers and pitfalls for Jimmy to step into as he strokes his goatee whispering "Mwha haa ha ... the always predictable NERD-tron."

File Name	Character	English In-game Dialogue
Intronumey09	Negatron	Yes! I've got the location. Time to swap places. <i>Numey types on his keypad.</i> Time for you and your barking toaster to be locked up while I have some fun.

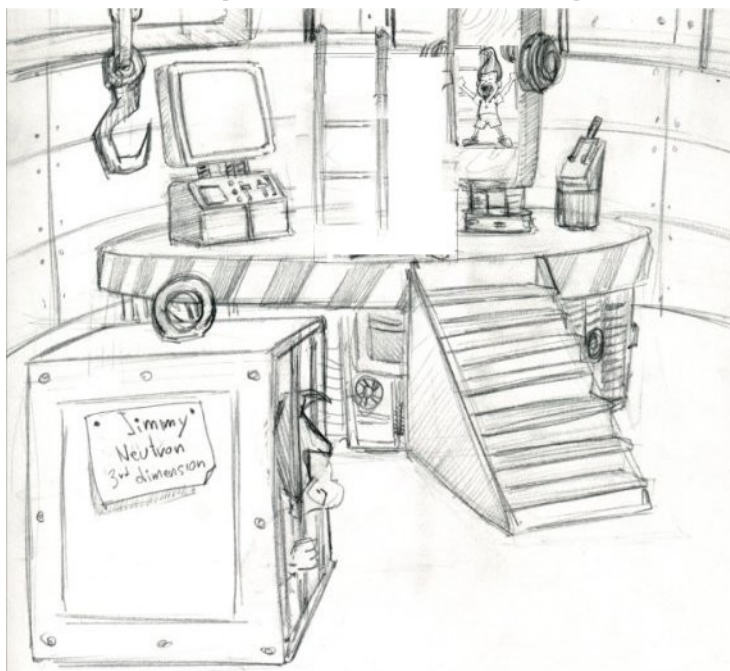
Intronumjim 01	Jimmy	Hey ... it worked! <i>Looking around, realizing he's in a cage.</i> Argh! Must have had the fluxing code wrong again.
Intronumjim 02	Negatron	<i>Small explosion, lots of smoke, speaking under his breath to himself.</i> Yes, perfect timing. Like trapping a chicken in a corner!
Intronumjim 03	Jimmy	What where am I? Hey! Who are you? Get me outta this...what? You ...you look like ME, but you're wearing a fake beard!
Intronumjim 04	Negatron	What beard? What are you talking about? Oh well, it doesn't matter. My name is Jimmy Negatron. I am the super smart, good looking version of you, who resides in THIS dimension. Anyway, I've got you trapped, and you will stay here, in my dimension, FOREVER!! MWAHAHAHAHA...
Intronumjim 05	Jimmy	<i>Jimmy interrupts Numey in mid laugh</i> EXCUSE ME!
Intronumjim 06	Negatron	Uh... Huh? Oh, sorry, what is it?
Intronumjim 07	Jimmy	Just what are you planning on doing now?
Intronumjim 08	Negatron	<i>(In a condescending tone:)</i> It's quite simple, but I'll use small words, so you can understand. I am going to take your place in your world and change it, just for fun. Okay?
Intronumjim 09	Jimmy	No! You can't!
Intronumjim 10	Negatron	Oh yeah? Just watch me. Bye-bye! <i>(yelling to Herman)</i> Herman! Get out of the broom closet and guard the prisoner, Jimmy Neutron! <i>And with that, Negatron walks to the portal and teleports to Jimmy's world.</i>

Museum Science Exhibit as the smoke clears.		
Intronumcind 01	Cindy	Well, you've failed again, cosmic weirdo.
Intronumcind 02	Negatron	<i>Numey's checking out Cindy as he's rubbing his hands ready to alter Jimmy's dimension with Cindy first.</i> You were right Cindy. The time travel feature was right and I was wrong. You are smarter than me!
Intronumcind 03	Cindy	<i>Shocked at what she just heard.</i> Ugh ... I think that explosion roasted your brain, Jimmy. Later.
Intronumcind 04	Negatron	Hey, wait up Cindy, I've got some Flurp for you!
Intronumcind 05	Cindy	<i>Dreamily, thinking about how much she likes Flurp</i> Oooh! P-u-r-p-l-e F-l-u-r-p?

Intronumcind 06	Negatron	<i>With a sly tone</i> No, THIS Flurp is new and....IMPROVED, heh heh.
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Escaping

Scene 2A: Jimmy Escapes his Cage



Map: Numey's Lab

- Jimmy stands in a small cage, thinking of how he can escape. Jimmy convinces Herman, Negatron's henchbot, to open his cage and allow him to escape.

Try to trick Herman		
File Name	Character	English In-game Dialogue
Jimmyherman01	Jimmy	Hey you! Herman!
Jimmyherman02	Herman	What is it, Neutron?
Jimmyherman03	Jimmy	<i>(Jimmy attempts to imitate Negatron , but it doesn't sound 100% right)</i> What? Don't you recognize me, you fool? I am your MASTER, Jimmy Negatron! MWAHAHA....HA!
Jimmyherman04	Herman	Oh no you don't! You're just trying to trick me! It won't work. I KNOW that you are Jimmy Neutron!
Jimmyherman05	Jimmy	Noooo, I'm Negatron.

Jimmyherman06	Herman	Negative. You are Jimmy.
Jimmyherman07	Jimmy	Negatron.
Jimmyherman08	Herman	Jimmy.
Jimmyherman09	Jimmy	Negatron.
Jimmyherman10	Herman	Jimmy.
Jimmyherman11	Jimmy	Jimmy.
Jimmyherman12	Herman	Negatron.
Jimmyherman13	Jimmy	Jimmy.
Jimmyherman14	Herman	No! I am positive you are my master Jimmy Negatron, and I WILL do whatever you command!
Jimmyherman15	Jimmy	Oh, OK. If you INSIST. Hmmmm....let me out of this cage.
Jimmyherman16	Herman	Right away, master!
Jimmyherman17	Jimmy	Aaand... Release the robot dog Goddard as well.
Jimmyherman18	Herman	Yes, of course.
Jimmyherman19	Jimmy	There, are you happy now?
Jimmyherman20	Herman	Yes, YES master. Command me again, command me again!
Jimmyherman21	Jimmy	OK, ummmm...go play in the broom closet!
Jimmyherman22	Herman	At once, master!
Jimmyherman23	Jimmy	OK, that takes care of that. Lets get out of here, Goddard!
	Goddard	<i>(playing back what Herman just said (no need to re-record))</i> At once, master!

Once Jimmy escapes the cage, he must fashion a water balloon launcher from parts lying around Negatron's lab and find a way out.

Scene 2B: Jimmy watches Negatron's alter his world

Map: Negatron's Lab watching Numey and Cindy in the Museum through the PDA.

AI trigger near computer console starts the following scene:

Negatron wins the heart and mind of Cindy by introducing his newest Flurp formula ... Black Flurp. Cindy now is enamored with Jimmy(Negatron) and has the idea that they are in L-O-V-E! Jimmy will have to stop the Flurp factory from producing the vile beverage!

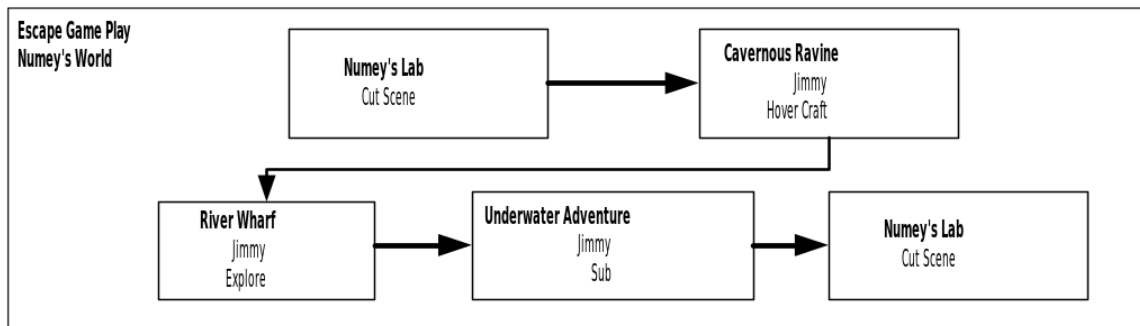
File Name	Character	English In-game Dialogue
Jimnumcind00	Jimmy	<i>Jimmy's PDA beeps as a message comes in.</i> Huh? It's a signal coming in through my PDA! I wonder who is sending it? <i>(Answering the PDA)</i> Hellooooo?
Jimnumcind01	Negatron	<i>The PDA's view screen displays Numey.</i> Ah-HAH! I see you've escaped from your cage!
Jimnumcind02	Negatron	<i>Surprised by who he sees.</i> Uh-Oh! It's Negatron!
Jimnumcind03	Negatron	Don't think you're home free YET, Neutron! You'll NEVER escape my lab! Oh, by the way, I have a friend that wants to say HI! Hey Cindy, want some more Flurp?
Jimnumcind04	Cindy	<i>In a sweet loving tone.</i> Sure Jimmy. You're the greatest, smartest boy I know. How about we do our homework together?
Jimnumcind05	Jimmy	<i>Jimmy's getting sick just thinking about Cindy liking him.</i> Ughh! I think I'm gonna hurl.
Jimnumcind06	Negatron	<i>Numey's winking to the camera knowing Jimmy is getting sick.</i> Sure sweetie. Later tonight maybe.
Jimnumcind07	Cindy	<i>Camera zooms to Cindy's eye's that are in the shape of hearts.</i> I'll be counting the minutes.
Jimnumcind08	Jimmy	<i>Camera zooms to Jimmy's face as his mouth opens wide enough so just a large black mouth shows.</i> Not that! ANYTHING but THAT! NOOOOOOOO!

Jimmyself01	Jimmy	<i>(Jimmy walks toward computer.)</i> Ugh ... he's got me really upset now. I've gotta get back to my dimension and set things straight.
Jimmyself02	Jimmy	If I remember correctly, I just have to hit this switch, then jump through the portal.
Jimmyself03	Jimmy	<i>(Teleporting sfx start, Jimmy moves towards the</i>

		<i>portal.)</i> Lets go boy!
N/A	Goddard	Ruff, ruff! <i>(Scene Ends)</i>

- **Aggressors** - Hoverbot.

Scene 2C: Out of the Cage but Not out of the World



Map: Cavernous Ravine 3+ Minutes

Game Time:



Jimmy now must find a way to escape the lab; he locates Negatron's warping machine and teleports back Retroville. Jimmy doesn't realize that Numeys has rigged the machine to teleport him to a trap near a dam inside Negatron's world. Jimmy must use his Hover Cycle to avoid the raging water, as well as dodge the perilous terrain.

Beginning Cut Scene

Filename	Character	Dialogue
jimmynumey 01	Jimmy	<i>Jimmy gets teleported to the River Ravine where Negatron has a trap waiting for him.</i> Uh oh ... this doesn't look like the museum to me. We're still in Numey's dimension from the look of things.
jimmynumey 02	Negatron	<i>Jimmy's PDA screen displays Numey</i> Mwa Haaa ... Well, well ... you actually thought it would be THAT easy to get to me HUH? Lucky for me, I planned for this. I fixed the portal to send you to a special treat I've planned for you. <i>(Numey continues as a rumbling begins)</i> If you look behind you'll notice a ton of water just ready to spill over. Lets see if you have what it takes to get through the ravine ... in ONE PIECE. Oh, and don't worry ... I'll be keeping your friends busy as well. Mwa Haaaa ...
jimmynumey 03	Jimmy	Looks like we got our hands full now! Goddard quick ... Hover Cycle mode!

Game Play - A long large ravine that has high walls that keep Jimmy from flying out. This level is very similar to the Return of the Jedi scene with the Speeder Bike chase scene through the Endor forest. Jimmy must avoid the many obstacles in his path. To make matters worse, the dam has broken, and a raging wall of water is closing in behind him. The Hover Cycle rides like the Rocket Ship except that it has a limited altitude. It is more agile, and allows Jimmy to Turn Around and Fly on the Side. Neutrons must be gathered to keep the cycle flying, as he loses energy by hitting objects and performing maneuvers.

Locate Numey's Lab

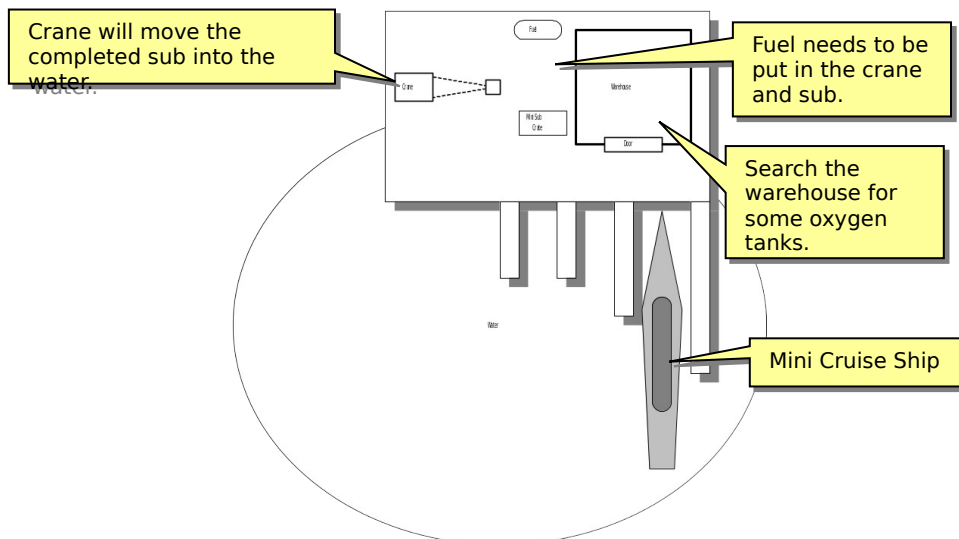
Scene 3A: Ravine Wharf

The massive water wall dissipates when Jimmy reaches the large lake at the end of the river. Jimmy discovers a wharf area that contains a few small ships and a mini cruise ship that must be explored. Jimmy needs to locate Negatron's secret lab in order to warp himself back to Retroville. He uses the ship's radar and computer system to pinpoint Negatron's lab. Finding the lab underwater he needs to create a mini-sub and remembers some of the parts are littered about the ship and wharf.

Opening Cut Scene:

Filename	Character	Dialogue
Jimmyself04	Jimmy	Wow, that was close, but we made it. Now I've gotta find a way back to Numey's lab.
Jimmyself05	Jimmy	This place looks kinda creepy!
Jimmyself06	Jimmy	If I can put these submarine pieces together, I can build a sub to get back to the lab. I can't move these pieces on my own. Hmmm. That crane should do the trick. I'll just use that.
Jimmyself06a	Jimmy	<i>Jimmy walks to the door for the crane controls, finding it to be locked.</i> Aww I shoulda known, the door to the crane controls is LOCKED!
Jimmyself06b	Jimmy	How am I supposed to get all the way up there? Wait! There's a rope leading from that warehouse to the crane!
Jimmyself06c	Jimmy	If I can find a way through the warehouse up to that rope, I can slide over to the crane.

Building the Mini Sub



Tasks Jimmy has to complete to get the mini sub ready to explore the ocean:

- ☐ Use the ships map system to locate Negatron's underwater lab.
- ☐ Get empty fuel container from Warehouse and fill the sub with fuel from the outside fuel pump.

Launching Mini Sub Check List

- ☐ Propeller on.
- ☐ Oxygen tanks in.
- ☐ Rudders on.
- ☐ Mechanical Claw on.

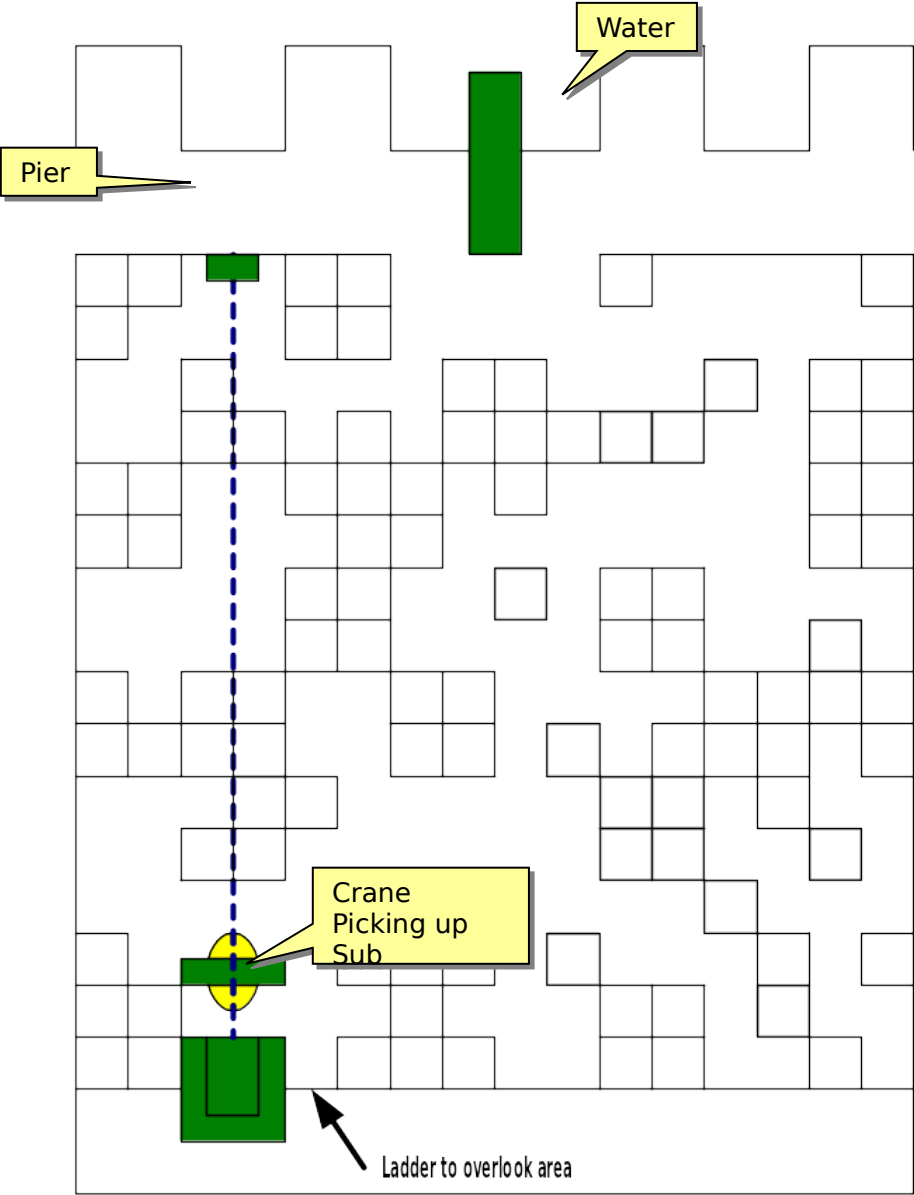
This checklist will pop up anytime the player is near the sub.

Launching the Mini Sub

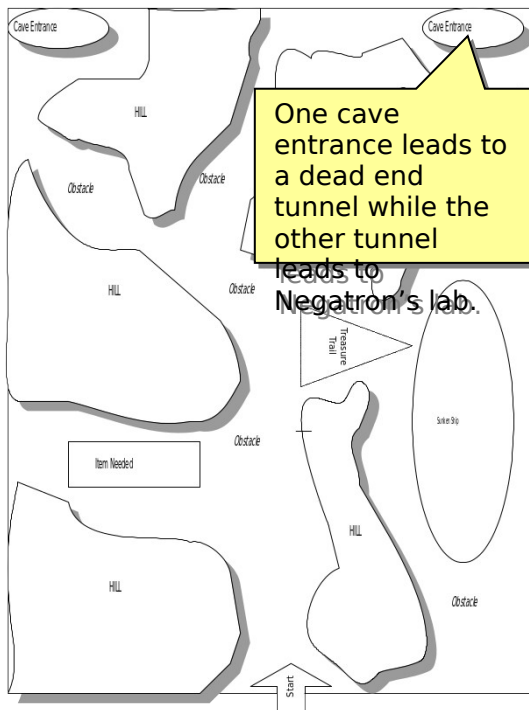
Once Jimmy collects all of the items needed for the mini sub he will have to locate the sub inside the warehouse and place all of the items on the sub (automatic if item is in inventory). Once accomplished the crane to move the sub is activated.

Crane's Controls:

UP / Down Joystick	Left / Right Joystick	Drop Button
Move Crane Forward or Back	Moves Crane Left or Right	Release Sub into water. Only active when over water.



Scene 3B: Sub Exploration to Negatron's Lab



Map: Underwater

Using the Mini sub Jimmy must navigate the ocean bottom to reach Negatron's lab. Jimmy will find treasure, monsters, and obstacles in the mysterious underwater landscape. Jimmy quickly locates the tunnel that leads to Negatron's lab, but he finds that a special crystal and a large key are needed to advance to Negatron's hideaway. Jimmy must free the crystal from the sunken ruins of an ancient city, and find the key in a hidden near some lost treasure.

Opening Cut Scene:

Filename	Character	Dialogue
Jimmyself07	Jimmy	Excellent ... seems all the gauges are in the green. One small adjustment and let's see if we can locate Numey's Lab. <i>(Ping, ping, pong ... pong.)</i> That's it Goddard, we've got the spot! Time to explore the deep!
Jimmyself08	Jimmy	Wow! This incredible Goddard! Now, if could just find the opening that leads to Numey's lab. It's gotta be around here someplace.
Goddardbark&paint2	Goddard	Ruff Ruff
Jimmyself09	Jimmy	What boy? Oh yeah, huh huh. There it is. I saw it.
Goddardwhine5	Goddard	<i>(Inquisitive noise)</i>
Jimmyself10	Jimmy	Let's go check it out!

When Jimmy nears the large door he discovers he needs a crystal to open it

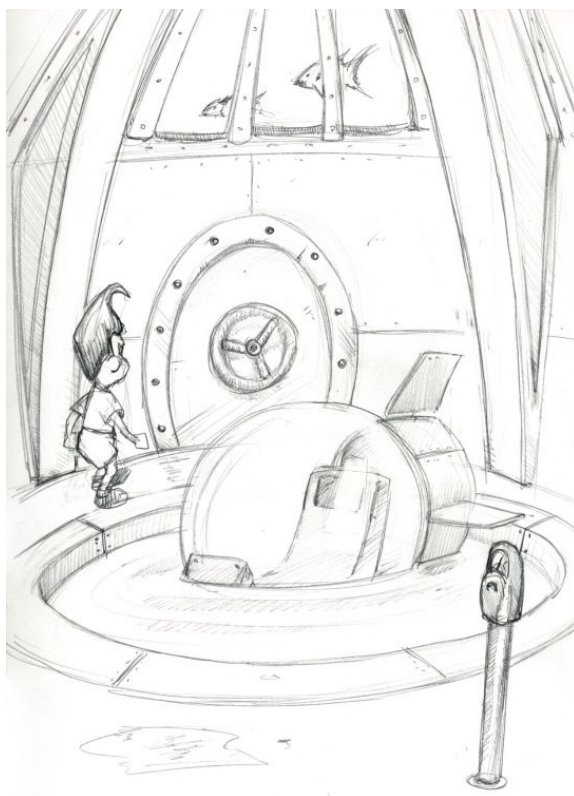
Filename	Character	Dialogue
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	Character	
Jimmyself1 1	Jimmy	Look! There's an opening next to this door. Looks like it's made to hold some kind of stone or crystal. OK, let's go find it!

- **Pickup Items** -Neutrons, oxygen tanks, treasure.
- **Aggressors** - Aquatic life (fire coral, jelly fish that suck away energy, etc.).

Scene 3C: Warp Back to the Museum

Map: Negatron's Lab



Sub Holding Room

Filename	Character	Dialogue
jimmylab01	Jimmy	<i>(Speaking to Goddard when the underwater lab comes into view)</i> There's the lab! We're goin' in!
jimmylab03	Jimmy	Allright. All I have to do now is go into the lab, activate the portal, and jump through. This'll be a piece of cake. <i>Goddard Whines</i>

Warping Back to Retroville

Numey's lab is cluttered with items and inventions. Jimmy must reprogram Numey's portal control so he will get teleported correctly.

Filename	Character	Dialogue
jimmylab04	Jimmy	Before I even try and teleport out lets make sure Numey doesn't have another trap in mind.
jimmylab05	Jimmy	<i>(Looking at the computer terminal.)</i> Ahh ... as expected. I need to alter the dimensional coordinates. <i>(Computer typing in the background.)</i> Now a minor change to the fluxing code and ... BANG ... were ready to go Goddard! <i>(Jimmy assumes a mischievous tone.)</i> Hmmmm...so Numey changed the coordinates on ME, eh? TWO can play at that game. There!
jimmylab06	Jimmy	<i>(Camera zooms in on warping portal starting.)</i> Lets go boy, the portal is ready!

- **Pickup Items** -Neutrons, remote teleporting unit, candy.
- Aggressors** - Hoverbots.

Enter the Hermanator

Jimmy has escaped Numey's twisted dimension, but Negatron's henchbot, Herman is just beginning to realize that Jimmy has tricked him into letting him go.

Filename	Character	Dialogue
	Herman	<i>(From the broom closet, muffled)</i> Master? Is that you?
	Herman	<i>(Camera focuses on Herman, in the closet.)</i> I thought I heard someone. Oh well, I guess it was just... HEY, WAIT A MINUTE! I let Negatron out of the cage, But what was HE doing in the cage? I think that was JIMMY NEUTRON!
	Herman	<i>(Herman gets angry thinking about being tricked by Jimmy)</i> RAAAAAR! He TRICKED ME! THAT MAKES ME MAD! <i>(Herman's eyes glow red)</i>
	Herman	<i>(Herman bursts out of the broom closet, and the camera focuses on his face.)</i> Numey will be mad at me if he finds out I let Jimmy go! What should I do? Hmmmmmm..... <i>(Jeopardy type theme music plays)</i>
	Herman	<i>(Bell rings as Herman gets an idea)</i> I KNOW!
	Herman	<i>(Herman's voice becomes monotone, mimicking Arnold Schwarzenegger's voice in the Terminator movies.)</i> I will travel to Jimmy Neutron's dimension, locate him, and bring him back. He tricked me

		once, but he cannot escape... the HERMANATOR. <i>(The Hermanator walks to the portal and teleports to Retroville. Camera fades out.)</i>
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Scene 4: Back at the Museum

Map: Museum Science Exhibit

Now finally back in his own Retroville, Jimmy sets up a base in the Museum's science exhibit. In order to determine what Numey has done while he was away, Jimmy loads a backup version of VOX into the museum's computer exhibit.

Filename	Character	Dialogue
	Jimmy	Finally! Back at the museum. We need to locate Numey and find out just what he's been doing to Retroville!
	Jimmy	This computer exhibit is just what I need. I can load VOX's backup into it and track down that Troublemaker.
	VOX	<i>(keystrokes and humming machinery)</i> VOX 2000, backup version. On-line. Hello Jimmy, how are you today?
	Jimmy	I've been better VOX. Run a scan on Retroville and check for abnormal conditions.
	VOX	Scanning....
	Jimmy	All right, Goddard. We'll see what Numey's been up to. We haven't been gone long. How bad could it possibly.., <i>(an alarm begins to sound, and jimmy sounds much more worried)</i> Be?
	VOX	Warning. Retroville normalcy level 45%.
	Jimmy	Uh-oh
	VOX	Displaying trouble areas on screen. <i>(restoring normalcy menu appears on the computer screen.)</i>
	Jimmy	Thank you, VOX. OK, boy. We have to get out there, put everything back to normal. AND stop Negatron!
	Goddard	Ruff-Ruff!

Restoring Normalcy Objectives

Upon returning to Retroville, Jimmy turns the museum's computer into a backup version of VOX, who will help him locate Numey and all the damage he's done. The player will be able to pick any of the objectives in any order, as well as play the cut scene that shows how or what Numey did to change things. Each scenario will have an ending cut scene that strengthens Jimmy's changes to normalcy.

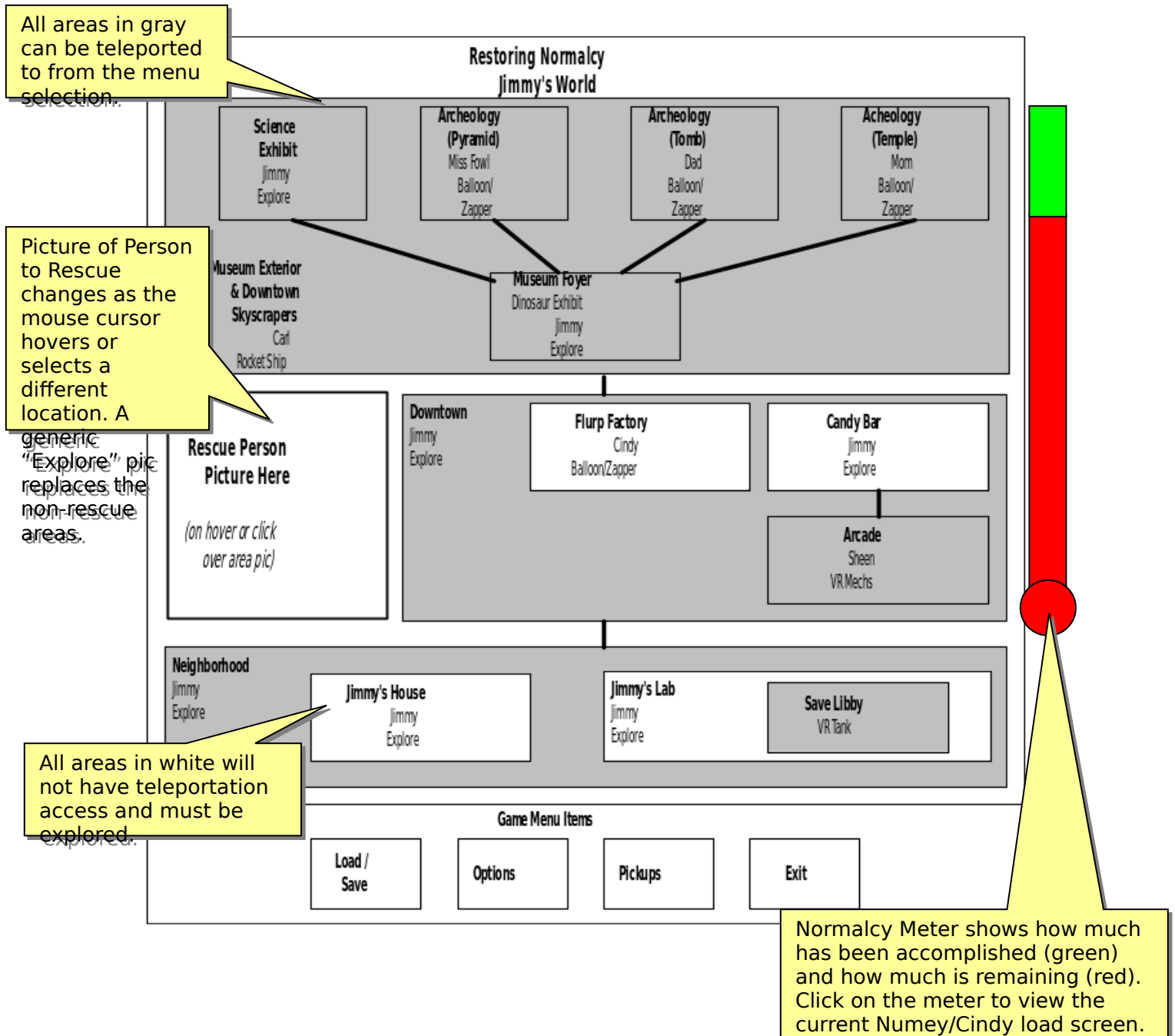
Character	Map	Plot
Mom & Dad Balloon/Zapper	Museum Archeology Exhibit	Numey has placed Mom & Dad in sarcophagi and Jimmy must navigate through the archeology exhibit traps to save them.
Miss Fowl Balloon/Zapper	Museum Archeology Exhibit	Numey mummifies Miss Fowl and places her in the pyramid exhibit. He must manipulate the traps and avoid the creatures to save her from mummification.
Libby VR Tank	Jimmy's Lab - VR World	Buggy VOX digitizes Libby and has her captive, waiting for Jimmy to save her. Use the VR Tank to destroy the menacing CPU's viruses that will attack relentlessly.
Carl Rocket Ship	Downtown Stores	Carl has been transformed into an enraged giant who is very irate and hungry. Jimmy must rig a candy launcher to his Rocket ship to feed Carl and then tame him back to size with a special inhaler.
These two objectives will be opened in order as soon as the last character rescue objective is completed.		
Cindy Balloon/Zapper	Flurp Factory	Numey has changed the Purple Flurp formula to Black Flurp, which changes everyone's personality (especially Cindy's). He must go to the Flurp Factory to change the Flurp formulas.
Escaped Dino's Rocket Ship	Downtown Stores	Numey animates the Museum's automated dinosaurs and orders them into Retroville to destroy the city.

Teleportation To Adventure Areas

Jimmy has the unique ability to teleport to all of the game areas using the backup VOX in the museum's science exhibit. The backup VOX will help Jimmy teleport as well as update him on any progress that has been made. The last objectives that Jimmy must complete are to rescue Cindy and face Negatron.

The following Areas can be explored by Jimmy to gain points, energy, or interact with the environment: Neighborhood, Jimmy's House, Jimmy's Lab, and the Candy Bar. For more information on each go to the Exploration Areas.

Ten areas are accessible for completing objectives:



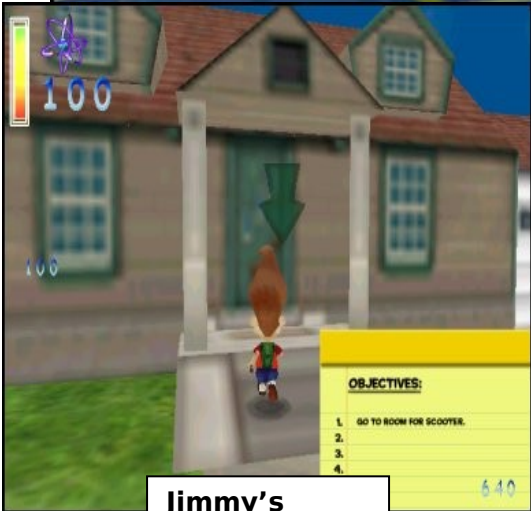
Exploration Areas

The following areas do not have any characters to rescue or objective to complete but allow Jimmy to find objects, gain points, earn neutrons, and interact with his environment.

Neighborhood

The neighborhood will have plenty of neutrons, Goddard food, coins, candy and black Flurp to collect. There will also be an opportunity for Jimmy to time warp to many seasons.

Season	Pickups	Explanation
4 th of July	Sparklers, witch whistles, mini saucers	Fire works, sound effects, and flags will decorate the area.
Winter		Chase Negatron down using Goddard's cycle.
Halloween	Ring doorbell to trick-or-treat for candy	Find out what Halloween costume Jimmy Negatron is hiding under.



Jimmy's House



Jimmy's Lab

contain various pickups as well as items he will need to finish or accomplish an area.

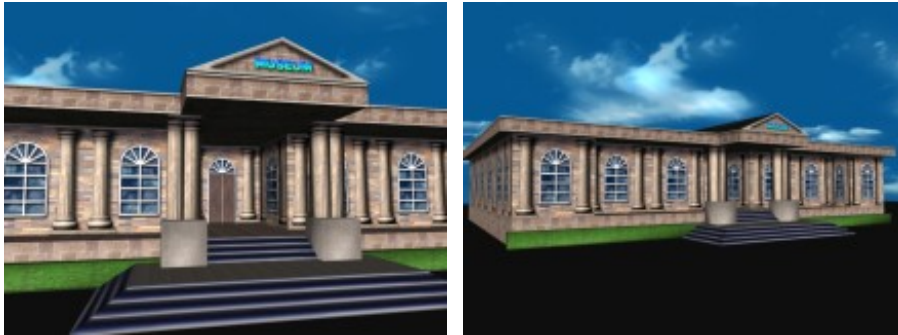
Jimmy's Lab

Jimmy will first have to defeat the Buggy VOX and rescue Libby before he can gain access into his lab. Negatron has left a couple useful items inside as well as some items to gain points.

Downtown

The Downtown area will have access to the Candy Bar and the Flurp Factory.

The Retroville Museum

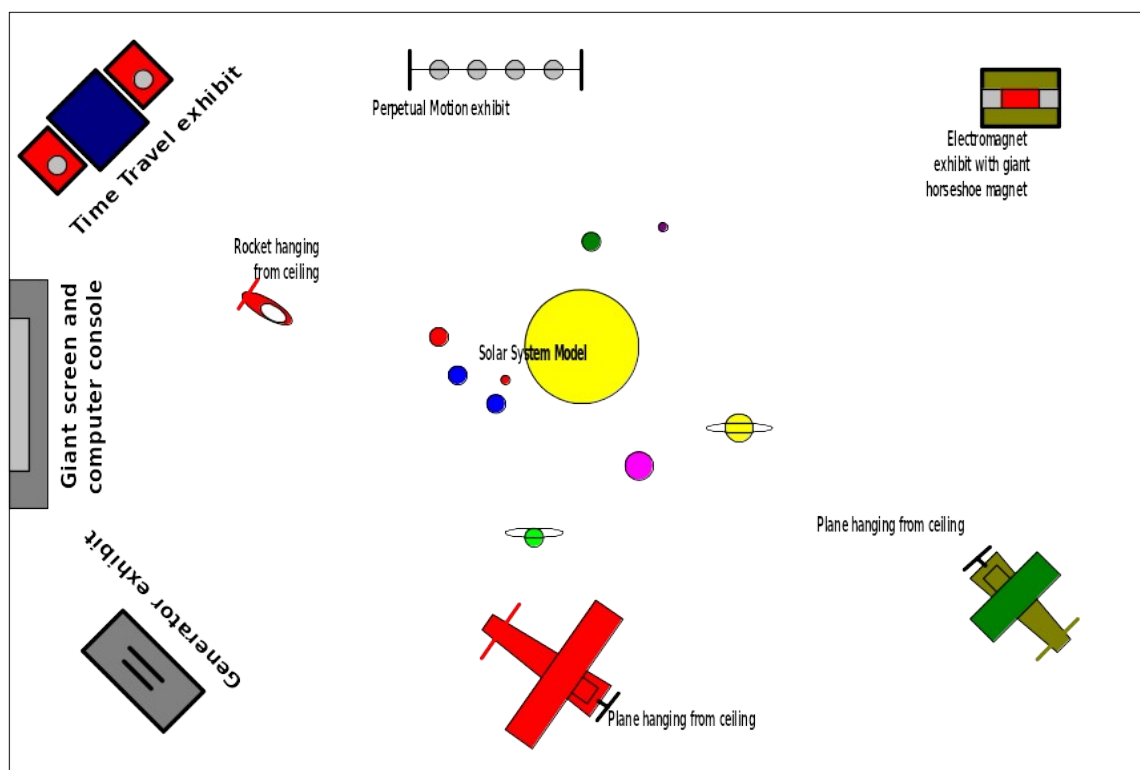


Retroville's Museum is Jimmy's favorite place to get a hands-on view of history and science in once place. The museum has three large exhibits inside: Science, Archeology, and Garden exhibits.

- Rocket ships or airplanes to suspend from the ceiling.
- Large model of the solar system.

Science Exhibit

The Science Exhibit is the heart of the Retroville game play as Jimmy sets up a small lab on the run inside the exhibit area. A small computer system enables him to teleport to the various areas to rescue each of his friends.



Saving Mom & Dad - Archeology Exhibit: Tomb

Intro Cut Scene:

Filename	Character	Notes	Dialogue
numeymom01	Mom	Jimmy's House Living room	<i>Camera pans on Mom downstairs, asking Jimmy to clean his room.</i> Jimmy, are you cleaning your room?
numeymom02	Negatron	Jimmy's room	<i>Camera pans to Numey in his room tinkering with a devious device, talking to himself, muttering under his breath.</i> I cannot be interrupted with such trivial tasks. I can't CLEAN! There's nothing EVIL about CLEANING! I... <i>is interrupted by Mom</i>
numeymom03	Mom		James Isaac Neutron, are you even listening to me?
numeymom04	Negatron		Ugh ... Parents.
numeymom05	Mom	Jimmy's room	<i>Mom and Dad appear at his doorway. Mom speaks, pointing her finger.</i> Jimmy ...
numeymom0	Negatron		Oh, sorry Mom, Dad.

6			<i>(in a fake, condescending voice)</i> Ya know, I don't think we've been spending enough quality time together as a family. What do you say we all go to the museum?
numeymom07	Mom		Don't you try and change the subject, young man!
Numeymom07a	Dad		I don't know, dear. Maybe we could use an outing to the museum.
numeymom08	Negatron		<i>Talking to himself with an evil thought.</i> I think I can arrange that ...heh heh heh. <i>Numey presses a few buttons, and a teleport sound is heard as the scene fades out.</i>
numeymom09	Negatron	Archeology exhibit	<i>Camera fades in to show Mom and Dad, each in a sarcophagus, with their heads visible. Numey is standing next to them, gloating over what he's done.</i> Now, isn't this nice? We're all here together, having fun. At least I'm having fun! Bye Dad! Bye,....MUMMY! Mwahahahah... <i>(stops in mid-laugh)</i> OK, OK, that wasn't very funny, but I'm pressed for time. Bye Bye!
Numeymom10	Mom		JAMES ISAAC NEUTRON!

Overview: Negatron transports Mom and Dad to the museum, tapping them in the archeology exhibit. Jimmy must navigate the deep tunnels, pits, and traps Negatron has devised, as well as the animated mummies.

Archeology Game Play items:

- Ropes
- Egyptian pictograms and hieroglyphics for walls, doors, pedestals, etc.
- Egyptian themed levers
- Egyptian themed buttons

Pickups:

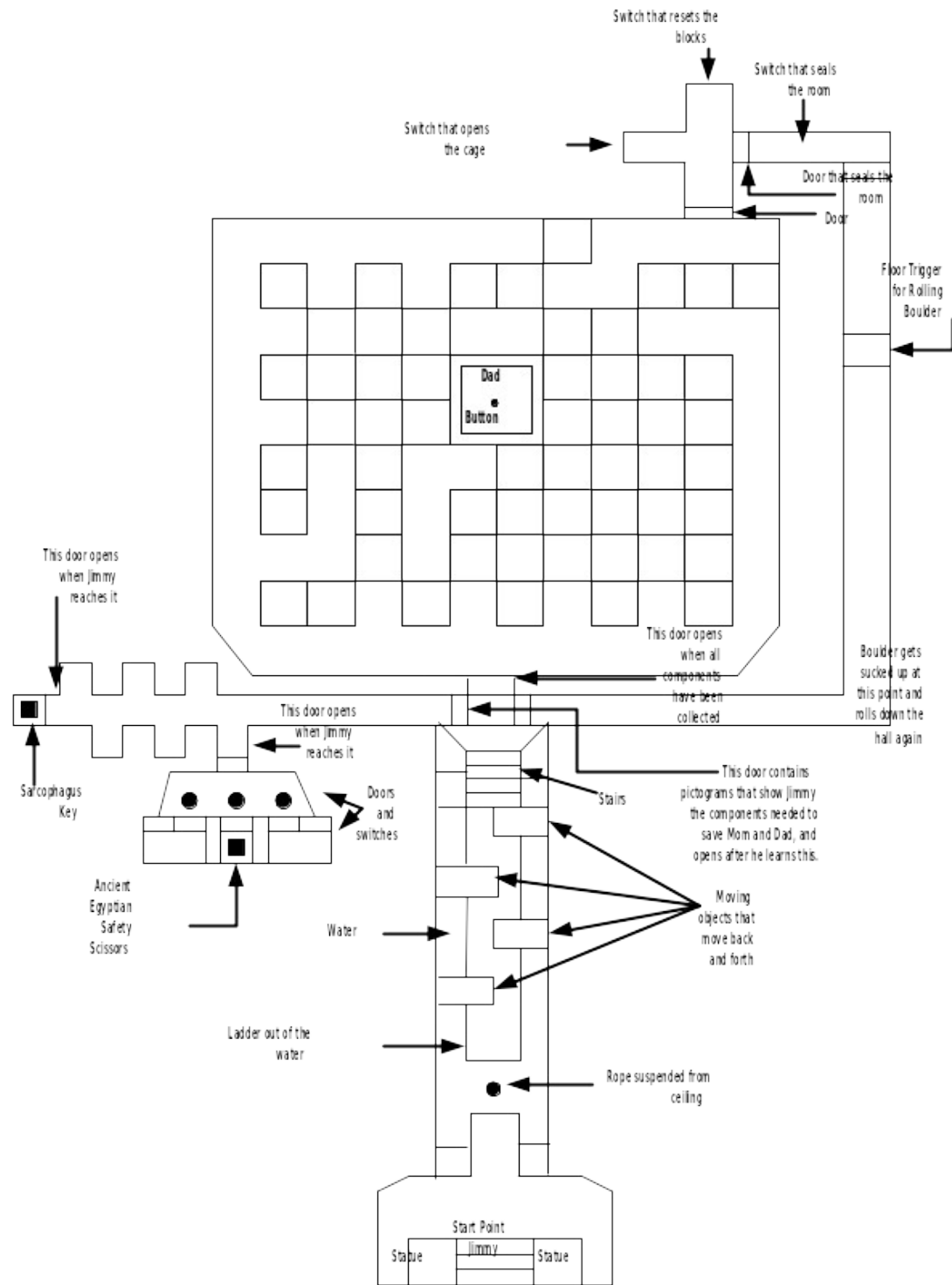
- Treasure (for points)

Area specific art:

- Pictograms on the wall that explain required Items needed (key and ancient Egyptian safety scissors)

Area specific pickups:

- Key to Dad's sarcophagus
- Ancient Egyptian safety scissors



Map Description In this section of the exhibit, Numey has trapped Mom and Dad in a large cage located in the center of a block-filled room. Before he can rescue them, Jimmy must first find his way through for a corridor without being pushed off the walkway by moving blocks. Jimmy then learns that he must locate 2 keys. A door opens, and Jimmy may proceed to retrieve the required items. The key lies beyond a corridor lined with scarabs and hoverbots. The other key has been placed in a room with three doors and three buttons. Jimmy must push the correct button to reveal the other key. Choosing the wrong button opens a chamber containing hoverbots and scarabs. After securing the two required items, Jimmy may then proceed to the room where Mom and Dad are being held. Jimmy must make his way to his parents by pushing the blocks to form a path. When Jimmy reaches them, he learns that the switch to release the cage is in a room nearby. The door to the switch room has been placed inside the cage (to add insult to injury). Dad presses the button (by falling on it), opening the door.

Jimmy Finds Mom and Dad			
Filename	Character	Notes	Dialogue
Jimmomdad 01	Jimmy		Hey Mom! Dad! I'm going to get you out of there! I have scissors for the bandages and the keys to those caskets!
Jimmomdad 02	Mom		You're in a lot of trouble, young man! Why did you put us in here?
Jimmomdad 03	Jimmy		I'm really sorry, and I don't have time to explain. What's that button in the cage for?
Jimmomdad 04	Dad		You said before that this button opened a door at the other end of the room. The switch to open this cage is in there. <i>(Camera switches to show the door, then switches back.)</i>
Jimmomdad 05	Dad		<i>(Straining inside the bandages and the sarcophagus)</i> Wait a second, I ... think... I can ... hit the switch from here! <i>Dad jumps forward trying to jump on the switch, but he loses his balance and falls on his face, hitting the switch (muffled, because he's laying on his face)</i> OWWW! ... I GOT IT!
Jimmomdad 06	Jimmy		Great! Now all I have to do is go through that door and hit the switch!

When Jimmy enters the switch area, he is faced with three switches. One switch opens the cage, one switch moves some of the blocks, changing the path that jimmy has made, and another switch seals jimmy in the room, forcing him to go down another passage and start at the beginning of the sliding block puzzle. If jimmy has to go through the passage that leads back to the beginning of the block room, he triggers a large Styrofoam boulder that rolls behind him. Jimmy can escape the boulder simply by running ahead of it and turning the corner.

Jimmy in the Switch Room			
Filename	Character	Notes	Dialogue
	Jimmy		Uh oh! There are three switches here! I wonder which one opens that cage?
	Jimmy		Excellent! That opened the cage! Now to get mom and Dad out of those caskets!
	Jimmy		OH NO! That moved all the blocks! I'll have to try another switch to open the cage, AND I have to move the blocks again to get to Mom and Dad. Ah well, No problem for a GENIUS like me! Heh heh
	Jimmy		Uh Oh, the DOOR closed! I bet this door that just opened will lead me back to the block room.
	Jimmy		Biiig boulder! Gotta run! Gotta run!
	Jimmy		Woah! Heey! That big rock was made of Styrofoam! I shoulda known!

- **Pickup Items** -Neutrons, candy, Egyptian treasure.
- **Aggressors** - Mummies, moving traps, pits, fast moving scarabs ("bugs ... why did it have to be bugs?").

When the cage has been removed, Jimmy is finally able to free Mom and Dad.

Jimmy Rescues Mom and Dad			
Filename	Character	Notes	Dialogue
Jimmomdad 07	Jimmy		OK, with that cage out of the way, I can get you guys out of those bandages and caskets!
Jimmomdad 08	Dad		(Muffled, still with his face against the floor) Great, son! Oh, and son?
Jimmomdad 09	Jimmy		Yeah Dad?
Jimmomdad 10	Dad		(Muffled, still with his face against the floor) Hurry.

Once Jimmy has released Mom and Dad, he inquires about black Flurp.

Filename	Character	Notes	Dialogue
Jimmomdad 11	Jimmy		Hey Dad, you haven't bought any of that Black Flurp, have you?
Jimmomdad 12	Dad		Umm...what's this black Flurp you're talking about? I've never heard of it.

Jimmomdad 13	Jimmy		<i>(Whispering so Mom can't hear.)</i> So ... where do you have it hidden ... huh? I won't tell Mom.
Jimmomdad 14	Dad		<i>(Whispers)</i> Well, I have a crate of it hidden in the garage ... <i>(whispers even softer)</i> for those days Mom turns grizzly ... if you know what I mean.
Jimmomdad 15	Jimmy		<i>(still speaking quietly)</i> What was that, Dad?
Jimmomdad 16	Mom		<i>(sounding a little angry)</i> He SAID there's a crate of it hidden in the garage.
Jimmomdad 17	Dad		Uh oh
Jimmomdad 18	Mom		Hmph!
Jimmomdad 19	Jimmy		<i>(Whispering to self)</i> Gotta head to the garage and get rid of that stuff.

Saving Miss Fowl - Museum Pyramid

Intro Cut Scene:

Filename	Character	Notes	Dialogue
numeyfowl 01	Miss Fowl	Fowlintro	<i>Camera shows Miss Fowl's back from a corner as she talks to her students.</i> All RIGHT class. NOW this is WHAT happened when a king or QUEEN was buried they were MUMMIFIED."
numeyfowl 02	Negatron	Camera pans around corner to the archeology exhibit showing various sarcophaguses and mummies.	<i>Camera pans to Numey with his mischievous grin, stroking his goatee.</i> Time for a substitute teacher class.
numeyfowl 03	Miss Fowl		Oh NO Jimmy NEUTRON what's HAPPENING???
numeyfowl 04	Negatron	Camera pans out to Numey hitting some keys on his handheld machine. Side camera pans out to show Numey warping Miss Fowl.	<i>The camera pans to Numey walking up to the class as if he's in charge.</i> Now class lets look at a real mummy ... of a bird woman!
numeyfowl 05	Crowd of Students		Oooohhh ... that looks like Miss Fowl <i>(Faded sounds of the students comments)</i>

Overview: Negatron hates the idea of having a teacher explain things to him that he already knows. As he joins the class on their field trip he realizes Miss Fowl is the first adult that must be removed for a while so he can carry out his devious plans. Miss Fowl gets trapped inside the Archeological Exhibit and becomes mummified.

Map Description: In this area, Jimmy must navigate several traps to reach the mummified Miss Fowl. Jimmy must first use hanging ropes to swing from platform to platform in order to cross a room. Next, Jimmy learns that he must find two components to make an anti-mummifying formula for Miss Fowl. Two doors open (doors A and B), allowing jimmy to search for the needed ingredients. The puzzles jimmy must face to collect the ingredients include a large stone head at the end of a long hallway. Wind is being blown down the hall from the statue's mouth, and the gusts of wind come in intervals. Jimmy must reach the end of the hall by moving towards the head when the wind isn't blowing, and move to one of the niches along the hall when it is blowing. When Jimmy reaches the end of the hall, he can hit the switch that stops the wind and reveals one of the ingredients. When the ingredients are collected, another door (door D) opens. Jimmy must then cross a floor with trick tiles that crumble away when stepped on (the crumbling tiles are marked in blue here). Jimmy must then make his way over a pit, past moving blocks, then finally up a moving platform to rescue Miss Fowl.

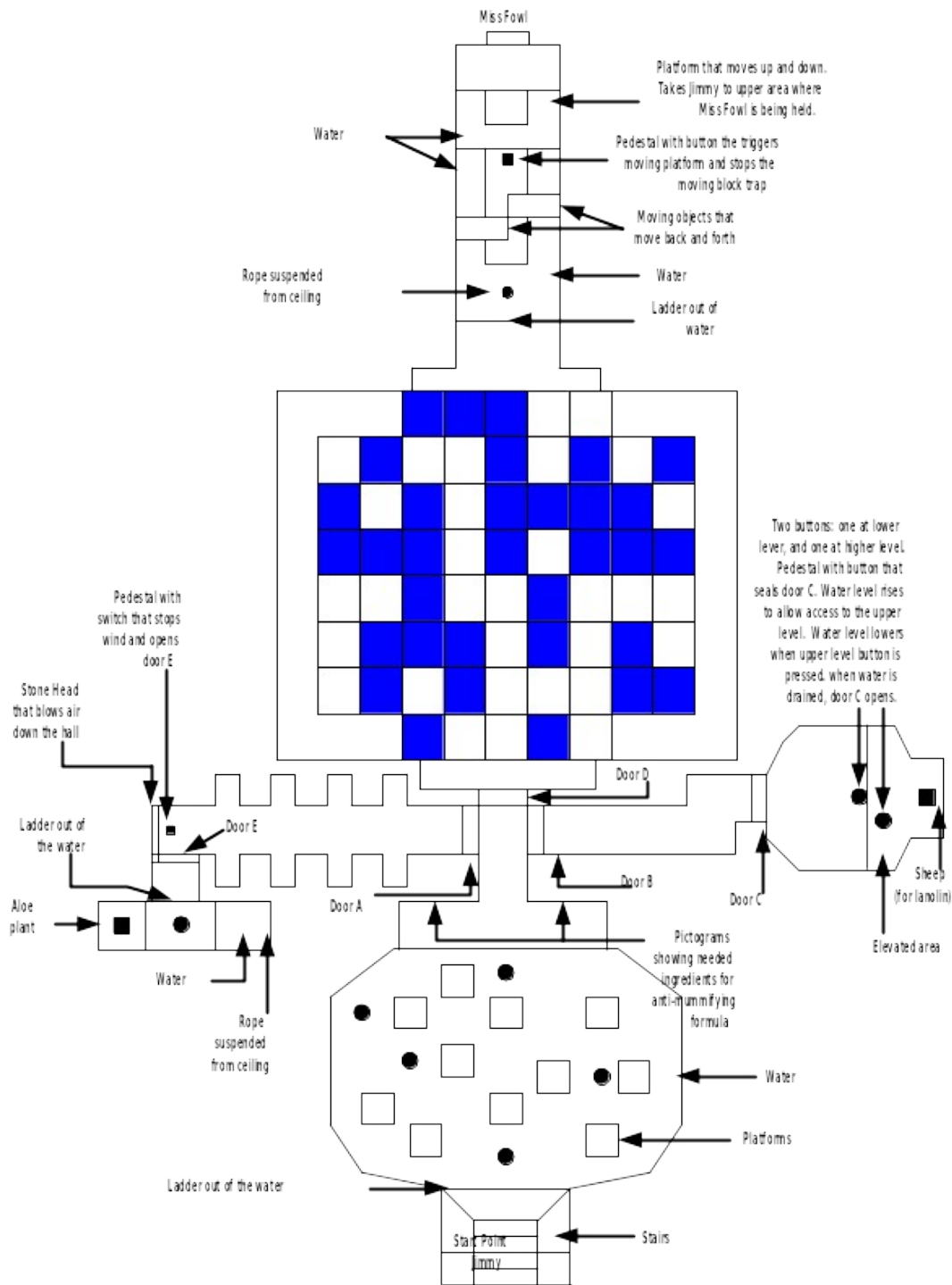
Area Specific Art

Sheep wearing Egyptian headgear:

Sheep will need to be shorn to retrieve lanolin needed for the anti-mummifying formula. Pictograms on the wall that explain required Items needed (Aloe plant and lanolin for de-mummifying formula)

Area specific pickups

- De-mummifying formula
- Aloe plant
- Lanolin (from Sheep)



When Jimmy returns Miss Fowl to normal, he asks her about Numey.

Filename	Character	Notes	Dialogue
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jimmyfowl 01	Jimmy	Jimmy asks Miss Fowl about Numey.	Hey Miss Fowl have you seen a boy who LOOKS like me but with a goatee and a sinister laugh?
jimmyfowl 02	Miss Fowl		Why YES Jimmy! I KNEW that couldn't BE YOU. He's CAUSING a ruckus all OVER.
jimmyfowl 03	Jimmy		FINALLY, someone who BELIEVES ME!
jimmyfowl 04	Miss Fowl		I always HAVE, Jimmy. Now if you WANT something COOL go to the backroom of the CANDY BAR and open the CRATE with this KEY.
jimmyfowl 05	Jimmy		Aww thanks a lot Miss Fowl! See ya!

Hermanator Tracks Jimmy: Part 1

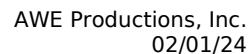
At this point, the camera shifts to a scene showing Herman's search for Jimmy. Herman is in front of jimmy's house, looking at the Neutron family mailbox.

Filename	Character	Notes	Dialogue
	Herman		<i>(Talking to the mailbox)</i> Are you Jimmy Neutron? <i>Herman waits for the mailbox to respond.</i>
	Herman		Wait. What does that say? Reading mailbox NEUTRON. You ARE Jimmy Neutron. You are coming with me. <i>Herman grabs the mailbox, and the camera fades.</i>

Saving Libby - Virtual Reality

Intro Cut Scene:

Filename	Character	Dialogue
voxlibby01	Libby	<i>Camera zooms in on Libby walking toward Jimmy's lab entrance. Knocking.</i> Hey ... Jimmy ... are you in?
voxlibby02	VOX	May I help you?
voxlibby03	Libby	<i>Looking at VOX.</i> Yes VOX, is Jimmy inside? I need to talk to him, its kinda important.
voxlibby04	VOX	<i>Buggy VOX starts to glow brighter.</i> Why don't you come and play with ME while you wait for Jimmy, OK? OK! Hee hee! <i>Camera zooms out to show a red flashing light coming from Buggy VOX as Libby is frozen and digitized.</i>
numeylibby02	Libby	<i>Digital Libby screaming.</i> Jimmy NEUTRON ... get me out of here!
Jimmy_ev0x01	Jimmy	I gotta get into virtual reality and rescue Libby.
Jimmy_ev0x02	VOX	Hello, Jimmy do you want to play too? Hee hee! <i>Camera zooms out to show a red flashing light coming from Buggy VOX as Jimmy is digitized into virtual reality.</i>



Filename	Character	Dialogue
Jimmy_evox02	VOX	Hello, Jimmy. Woo hoo! Come and get me if you can!
Jimmy_evox02	Jimmy	I've gotta get to the core of VOX, and unscramble her code. Numey has gone too far! Look at all the bugs in the system <i>The camera shows the maze, VOX and Libby at the end, and all of the bugs in Jimmy's path.</i>
Jimmy_evox02	Libby	I hate bugs, Jimmy! Help!
Jimmy_evox02	Jimmy	Aww, come on, think, THINK! (Pauses) I've got it! I'll just generate an anti-bug construct, load some auto seeking subroutines for projectiles, and make my way through to Libby and VOX.
Jimmy_evox0	Jimmy	<i>Sound of tank being loaded and generated is heard.</i>

2		OK, let's delete these bugs!
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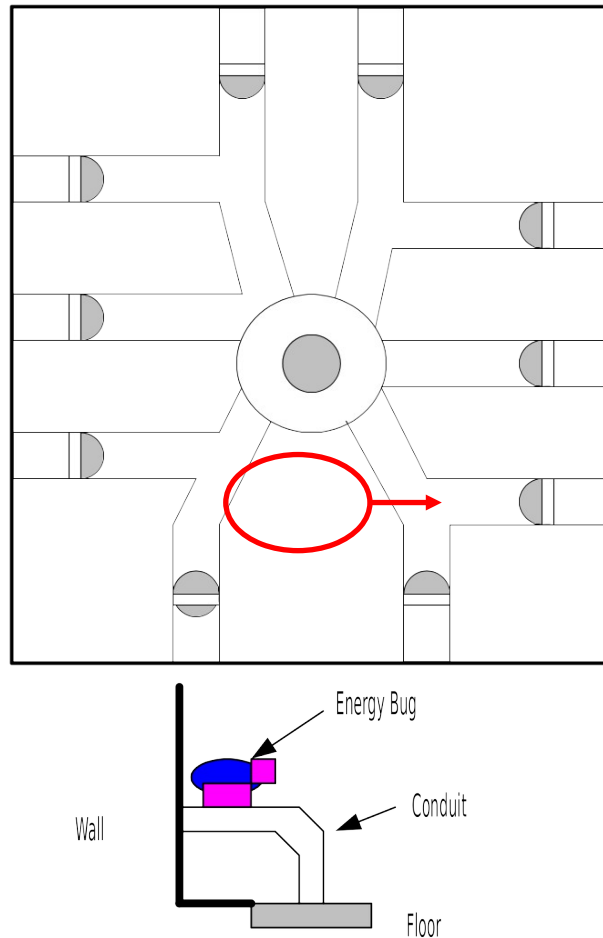
Saving Libby

Jimmy makes his way through the maze, only to find a big bug waiting for him! When the bug is defeated, he reaches VOX and Libby, restores VOX to normal, and is returned to the real world.

Filename	Character	Dialogue
Jimmyevox04	VOX	Hi Jimmy! Did you have fun with all the bugs? Here's a big one for you to play with!
Jimmyevox05	Jimmy	WOW!
	Jimmy	Yeah! Got it!
Jimmyevox06	Jimmy	OK, now to restore you to normal, VOX <i>Computer blips are heard as VOX is reloaded</i>
Jimmyevox07	VOX	Thank you, Jimmy. All systems normal.
Jimmyevox08	Jimmy	Great VOX. Send us back outside, please.
Jimmyevox09	VOX	Right away, Jimmy. <i>Digitizing noises are heard as the camera fades.</i>

When the Buggy VOX is stopped and returned to normal, Jimmy and Libby appear outside Jimmy's lab, where Jimmy asks Libby about Cindy.

Filename	Character	Notes	Dialogue
Jimmylibby01	Libby	Ending C Ask Libby about Cindy.	That was NOT cool, Jimmy.
Jimmylibby02	Jimmy		Sorry Libby, but I didn't create those bugs. Have you seen Cindy?
Jimmylibby03	Libby		Aww ... now that's cute worried about the woman you love huh? Well I think she's getting ready for the big moment with you.
Jimmylibby04	Jimmy		I'm afraid to ask ... uhh ... don't tell me. <i>(talking to self)</i> I may lose my lunch.
Jimmylibby05	Libby		She's...<i>(whispering now)</i> getting ready for YOUR first KISS!
Jimmylibby06	Jimmy		<i>(Slaps forehead)</i> Ugh ... this nightmare is getting worse every moment!
Jimmylibby07	Libby		<i>Libby singing to herself as she walks away.</i> Jimmy and Cindy kissing in a tree ... K-I-S-S-ING ... first comes love then comes ...
Jimmylibby08	Jimmy		No more Mr. Nice Guy. I've gotta send Numey back where he belongs!



Conduit Room Sample

Map Description: The VR maze represents VOX's corrupted system. Jimmy must locate VOX's core, and administer an anti virus, returning her to normal. The virus that infects VOX courses through the system in the form of virtual bugs. Jimmy pilots a VR construct that resembles a giant bug sprayer through the maze of VOX's circuitry, and uses it to neutralize the virtual insects. At various points in the maze, Jimmy encounters energy conduit rooms that impede his progress. Jimmy must capture "codes" that can be fed into each conduit that will automatically turn and create the "path" he must follow through the maze.

VR Additions

- Energy flow that moves along hallways
- Energy (replaces Neutrons in Virtual Reality)
- Tank Maze
- Area specific art
- Energy flows for conduit rooms
- Energy balls for bugs to carry into conduit

Area specific Pickups:

Virus suppression vehicle (bug sprayer/tank)

- Movement subroutine (resembles a ball or string of code, containing 0's and 1's)
- Virus suppression subroutine (a floating icon of a bug with a circle and a line through it)
- Construct command protocol (resembles a file folder with the words "construct command protocol" on it)

Saving Carl - Downtown



Intro Cut Scene:

Filename	Character	Notes	Dialogue
numeycarl 01	Negatron		<i>Camera pans on Numey and Carl.</i> Hey Carl, over here.
numeycarl 02	Carl		<i>Carl walks up to Numey.</i> Hey Jimmy, what'cha got there?
numeycarl 03	Negatron		<i>Zoom in on Numey.</i> Nothin Carl, just some Flurp.
numeycarl 04	Carl		<i>Carl zoom.</i> HEY, that stuff looks good. Can I have a sip?
numeycarl 05	Negatron		<i>Camera pans on both as Numey hand the bottle to Carl.</i> Sure Carl, just don't finish it.
numeycarl 06	Carl		<i>Camera pans out to Carl drinking all of the Black Flurp.</i> Hey ... I feel kinda funny. What's happening to me Jimmy? Oh NO, I'm getting real hungry. Hey where did everyone go?

			<i>Camera zooms out and shows Carl as a giant looking around Retroville for something to eat.</i>
--	--	--	---

Overview: Negatron has altered Carl by adding an “enlargement toxin” to the Black Flurp, not only enhancing Carl’s size, but also increasing his emotions so they are out of control. Carl is now on a rampage as he is hungry and incapable of feeding himself as he tromps around downtown Retroville looking for a meal. He is unaware of his strength and ability to inflict damage. Carl is now a King Kong like creature that Jimmy must save. Jimmy must find the items to fill and attach a food launcher to his Rocket Ship, which allows him to feed Carl from a distance (in his mouth of course).



Map Description: The downtown area will have several small shops (hardware store, Sporko’s) where Jimmy can purchase food and items to create the food shooter. Jimmy first has to locate the hardware store and Sporko’s restaurant, at which time the following scenes will occur.

Filename	Character	Notes	Dialogue
	Sporko’s worker	At Sporko’s restaurant	<i>(in a cracking, pubescent voice)</i> Hi, welcome to Sporko’s my I take your order, please?

	Jimmy		Yeah, gimme.... 6,000 Sporko burgers with cheese please.
	Sporko's worker		Would you like to Sporko size that for just 29 cents extra?
	Jimmy		Uh....sure.
			Would you like fries with uuuuuh.....did you say 6,000?
	Jimmy		Yes, is there a problem?
	Sporko's worker		Ummmm...ummm...that's a reeeeaaly big order, so I can give you part now, and you can pick up more at the window of any Sporko's location in town until the order is complete. Thank you for eating at Sporko's
	Jimmy		Great, that should be enough food even for Carl!
	Sporko's worker		Here ya go!

Filename	Character	Notes	Dialogue
	Old man	At Hardware store	Hey kid! How can I help ya?
	Jimmy		Ummm, gimme a lead pipe, a spatula, a big spring, and a case of duct tape please.
	Old man		Building a food shooter for a rocket ship?
	Jimmy		Yup
	Old man		Gook luck.
	Jimmy		Bye now!
	Jimmy		I gotta stop Carl! I'll build a food shooter to attach to my rocketship. Shooting food into his mouth will calm him down. Gotta get food from Sporko's too.

Area specific art:

- Hardware store
- Sporko's

Area Specific Pickups:

- Food from Sporko's

A. Saving Carl Ending

Filename	Character	Notes	Dialogue
jimmycarl01	Jimmy	Apologize to Carl.	Feel better Carl? What happened?
jimmycarl0	Carl		Thanks Jimmy. Boy did that Flurp

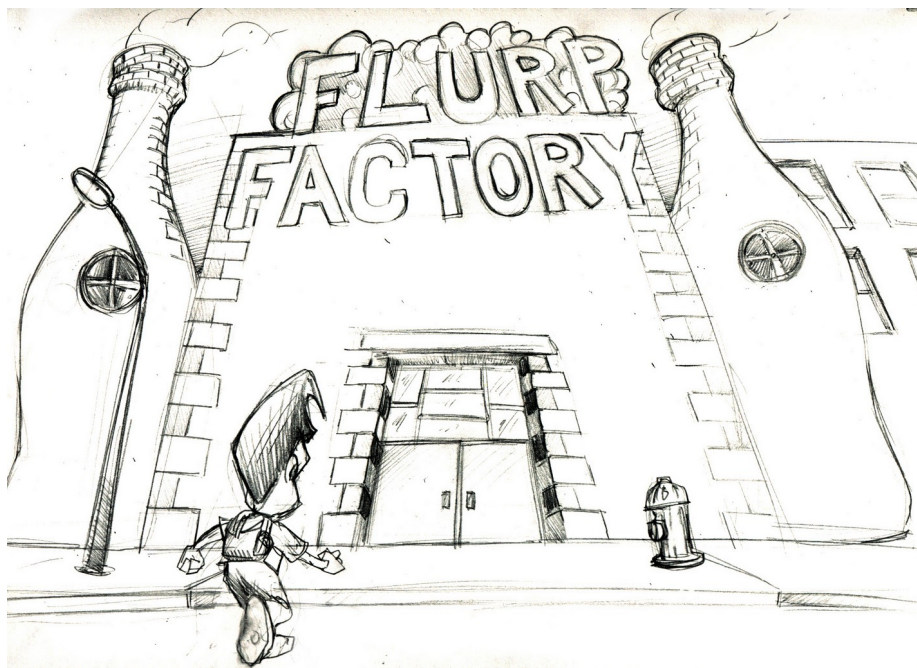
2			have a kick to it! Got any more? I felt like a monster capable of climbing buildings!
jimmycarl03	Jimmy		Easy there Carl. Lets not go ape on me! How about you stay away from the Flurp and help me locate Cindy.
jimmycarl04	Carl		Awe Jimmy ... you still sweet on Cindy? I thought you weren't interested in girls just yet.
jimmycarl05	Jimmy		Actually I'm not ... lets just say I need to right some wrongs.
jimmycarl06	Carl		Okay Jimmy whatever you say.
jimmycarl07	Jimmy		Now that your back to normal ... where's Cindy?
jimmycarl08	Carl		Why would I tell you? Your just gonna ignore me again Jimmy. I thought we were best friends ... until she got in the picture.
jimmycarl09	Jimmy		We are Carl and I really don't like Cindy ... my evil double Numey is the one that likes her, not ME.
jimmycarl10	Carl		Ya but he looks just like you.
jimmycarl11	Jimmy		I promise that once I find him I will clear up the ME and CINDY issue ... OK.
jimmycarl12	Carl		Sure Jimmy, but am I still your best man?
jimmycarl13	Jimmy		AHHHHHHH!

Hermanator Tracks Jimmy: Part 2

At this point, the camera shifts to a scene showing Herman's search for Jimmy. Herman is outside the museum. There is a squirrel sitting on a fire hydrant. The way the squirrel's tail is situated, it makes the hydrant and the squirrel resemble the shape of Jimmy Neutron.

Filename	Character	Notes	Dialogue
	Herman		<i>(Talking to the squirrel)</i> Are you Jimmy Neutron? <i>Herman waits for the squirrel to respond.</i>
	Squirrel		Squeak!
	Herman		You can't fool me, Neutron. <i>Herman reaches for the squirrel, but the squirrel jumps on Herman chattering at him.</i> You are coming with me. Hey, get off of my head. <i>The camera fades.</i>

Saving Cindy - Flurp Factory



Intro Cut Scene:

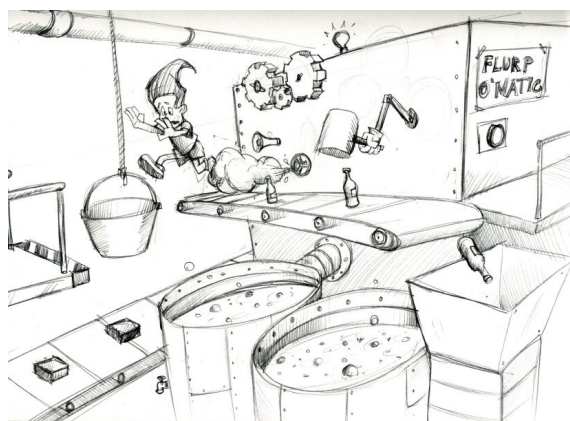
Filename	Character	Notes	Dialogue
numeycindy 01	Negatron		<i>Jimmy enters the Flurp factory. Numey's voice crackles from a speaker on the wall.</i> Hey Jimbo! I've got a friend that

			wants to talk to you.
numeycindy 02	Cindy		Ohhh Jimmy. I think you're the greatest, smartest man.
numeycindy 03	Negatron		Tell me more, Cindy!
numeycindy 04	Jimmy		<i>Camera pans to Jimmy.</i> I think I'm getting sick!"
numeycindy 05	Jimmy		Cindy don't drink that stuff ... its poison!
numeycindy 07	Jimmy		<i>Camera zoom to Jimmy's face then tonsils.</i> NOOOOOOO!!!!

Overview: Jimmy's objective is to change the Black Flurp formula for the Purple Flurp formula. This is done in the large storage room at the beginning of the Flurp factory level. Jimmy must then drain the Black Flurp from the holding tanks so the Purple Flurp can be made once again.

Game Ending: Negatron will be on a conveyor belt overlooking Jimmy's struggle to maneuver through the Flurp Factory. Near the end Jimmy can use his water balloon launcher to hit a switch that will throw Numey into an empty Flurp vat. This will end the factory scene and complete the game ... so we think, but Negatron's got one last trap up his sleeve (see [Numey's Last Trap](#)).

Map Description: The Flurp Factory will be very similar to the Power Plant level as he must move and manipulate the environment to change the production formula of the current Flurp. Imagine a large conveyor belt and machine shop snake curving through the plant. Jimmy must first use the loading crane in the storage room to dispose of the black Flurp formula. Next, Jimmy must place the red and blue canisters and place them in the mixing area, where they will combine to make purple Flurp formula. From the storage room, it's on to the heart of the factory. Jimmy must navigate the maze of pipes, conveyor belts and machinery, locate the Flurp storage tanks, and hit the switches to drain them insuring this insidious stuff never touches Cindy's lips again!



The Hermanator Strikes

When Jimmy enters the Storage room, Herman appears, ready to capture him. Jimmy must first face Herman before he can continue on to the loading crane.

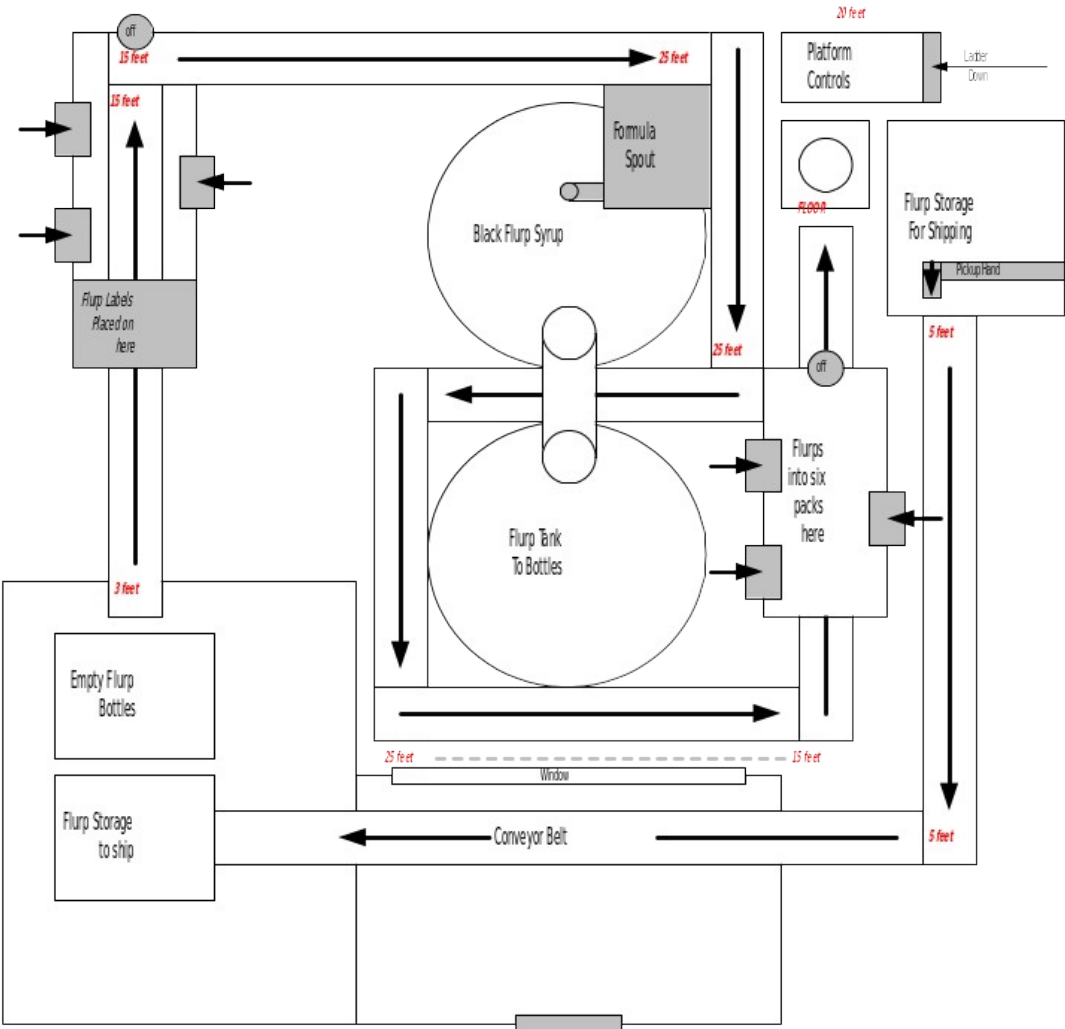
Filename	Character	Notes	Dialogue
	Jimmy		I can use that crane to get rid of the black Flurp formula, and make some purple Flurp formula to replace it.
	Herman		<i>(Herman's voice becomes monotone, mimicking Arnold Schwarzenegger's voice in the Terminator movies.)</i> Jimmy Neutron! At last the Hermanator has found you!
	Jimmy		Hermanator? This bot needs SERIOUS help!
	Herman		I will zap you like a little fly and take you back to master's lab.
	Jimmy		Uh...can't we talk about this?
	Herman		Negative. Prepare to be Hermanated!
	Jimmy		I can stop him with my water balloons!

Jimmy must evade Herman's shocking attack (each zap subtracts 5 points of neutron energy), and hit him with enough water balloons to put him out of commission.

Filename	Character	Notes	Dialogue
	Herman		RAAAR! You have ... defeated me. I ... must return to ...master's lab. <i>(Herman's voice becomes monotone, mimicking Arnold Schwarzenegger's voice in the Terminator movies.)</i> I'LL BE BACK.
	Jimmy		Wow! I hope not! Now on to that crane!

Remove Black Flurp.
Take one Red and Blue
formula to make one Purple
Flurp Vat.

Navigating the Flurp Factory



Saving Cindy

Filename	Character	Notes	Dialogue
jimmycindy05	Jimmy	Give Cindy Purple Flurp	Hey Cindy, drink this. <i>(Hands her a fresh Purple Flurp.)</i>
jimmycindy06	Cindy		Sure Jimmy anything for you. Gulp ... Gulp ... ahh. <i>(Serious tone and attitude change.)</i> Well Mr. Neutron what are YOU looking at?
jimmycindy07	Jimmy		What did you say? I don't think I heard you?
jimmycindy08	Cindy		You heard me correctly, and back up. You're violating my territorial bubble.
jimmycindy09	Jimmy		Yes! Insult me again ... please.
jimmycindy10	Cindy		Oh ... you just think you can wind me up ... well you have another thing coming, NEUTRON. <i>Cindy walks off</i>
jimmycindy11	Jimmy		Boy! Am I glad THAT'S over!

Negatron's Last Trap

Once Jimmy captures Numey in the Flurp factory, Numey will inform him of the plan he's already set into motion. Numey has coded the dinosaurs to escape from the exhibit and roam around downtown causing havoc. Numey has transmitted the signal, and the dinosaurs leave the museum.

Filename	Character	Notes	Dialogue
	Negatron		<i>(Negatron is trapped in the empty Flurp vat. His voice echoes.)</i> NEUTRON? I can hear you out there! Listen to me! You think you've won? Well, I have a little surprise in store for you! I've programmed the mechanical dinos from the museum to rampage through the town! I've given them the signal, and they are making their way through the downtown streets as we speak. Let's see you think your way out of THIS one! MWAHAHAHAHA! <i>(Numey stops in mid laugh and muses to himself)</i> Wow! This echo sounds cool!
	Jimmy		OH NO! I have to get out there and stop them. I'll use my rocket ship and the food shooter I rigged to hurl water balloons at the dinos. That should stop them. They ARE mechanical after all. Let's go, Goddard

Taming the Dinosaurs



Jimmy must stop the three mechanical T-Rex's as well as the mechanical Pterodactyls. He must use his Rocket Ship along with a special water balloon launcher to slow and short circuit the dinos.

Character the Player Operates



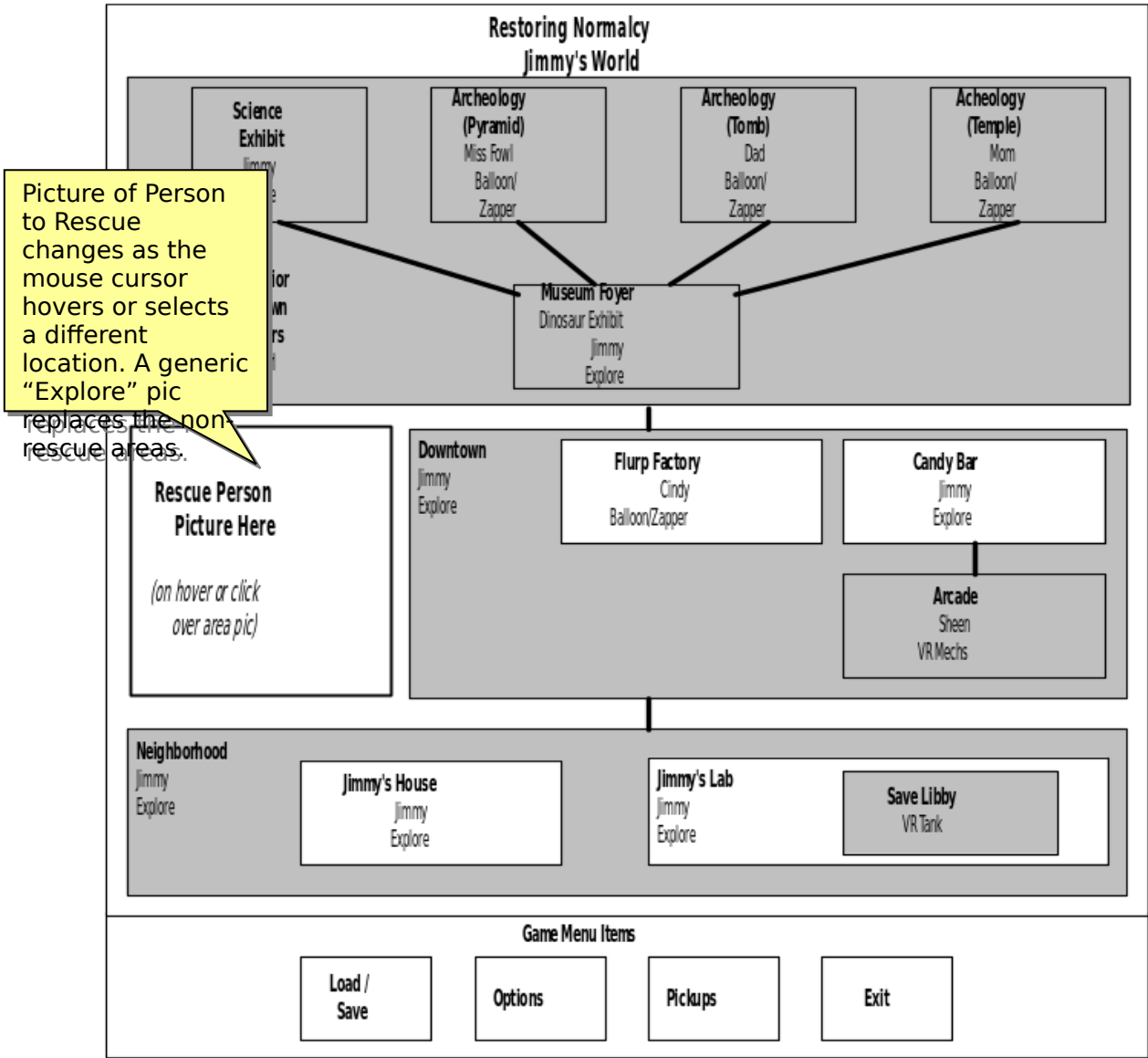
The Player plays the part of Jimmy Neutron who is a fun, energetic 10-year-old Boy Genius. Jimmy starts the game with Jimmy on a school field trip in the museum.

He's arguing with Cindy about the current Science Exhibit and feels the museum's display is incorrect. Needless to say he tries to prove his knowledge of science and allows his arch nemesis: Numey Jetron his evil other dimension twin to switch places with Jimmy.

There is an Energy Meter that Jimmy must be aware of at all times, the Neutron Energy Meter (upper left). The Neutron Energy Meter signifies Jimmy's Overall Energy level. As Jimmy utilizes objects within the game such as shooting the Balloon launcher, flying around with the Rocket Ship, driving the Hover Cycle, the Neutron Energy Meter will dissipate. It will also dissipate if Jimmy comes in to contact with a hoverbot or falls a distance. The Neutron Energy Meter can be replenished by collecting Blue or Red Neutron energy.

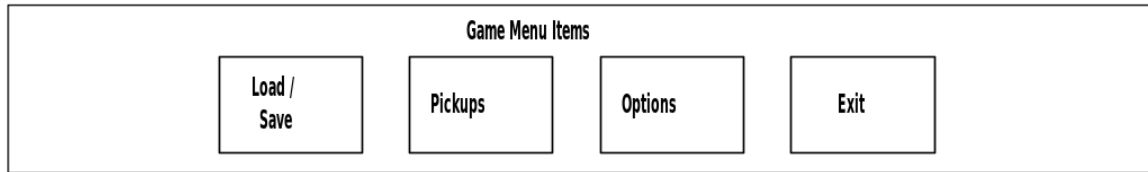
Main Menu System

Jimmy Neutron will have the following animated menu system that can be accessed during game play (not during cut scenes or loading of levels).



Game Menu Items

The user can select any one of the following:



Load / Save

- Load a saved game. A default file will be created that will periodically save the game. The default file slot cannot be deleted.
- Save the current area.
- Delete a highlighted.
- Exit from the Load/Save menu.

Pickups

Displays the inventory screen listing all pickup items in a small picture format. All items will be shown. Items that have not been picked up will be gray. Items that have been collected will be in color and have a number listing the amount.

Options

- Music (on/off)
- Sound Effects (on/off)
- Difficulty (Easy/Normal/Hard)
- Scene Complexity (high/low)
- Render Mode (on/off)
- Status Bar (always on/auto/off).

Difficulty

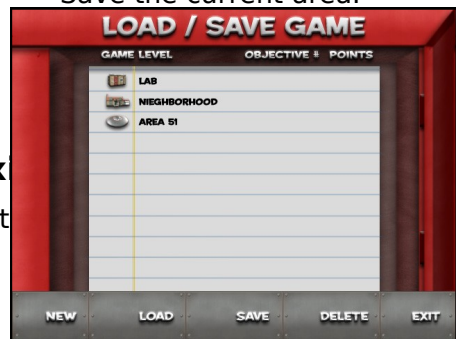
There will be three levels of difficulty that can be changed at any point in the game.

- **Easy**
Recommended for the younger player, as there will be less enemies, slower enemies, more neutrons and pickups are available. A -50% to the Normal points will be subtracted.
- **Normal**
Recommended for the average player, standard for points and items.
- **Hard**
Recommended for the advanced player, as there will be more enemies, faster enemies, less neutrons and pickups available. A +50% to the Normal points will be added.

Load / Save

- Load a saved game. A default file will be created that will periodically save the game. The default file slot cannot be deleted.
- Save the current area.

Ex
Ret



Confirmation prompt.

Jimmy's Inventions

Jimmy's default invention will be the Balloon / Plasma Launcher and can be made inside Numey's lab with some easy to find items. All of Jimmy's other inventions will appear as they are needed and for specific situations only. Each invention may have a special feature or function it can perform. The following items will be available to Jimmy:

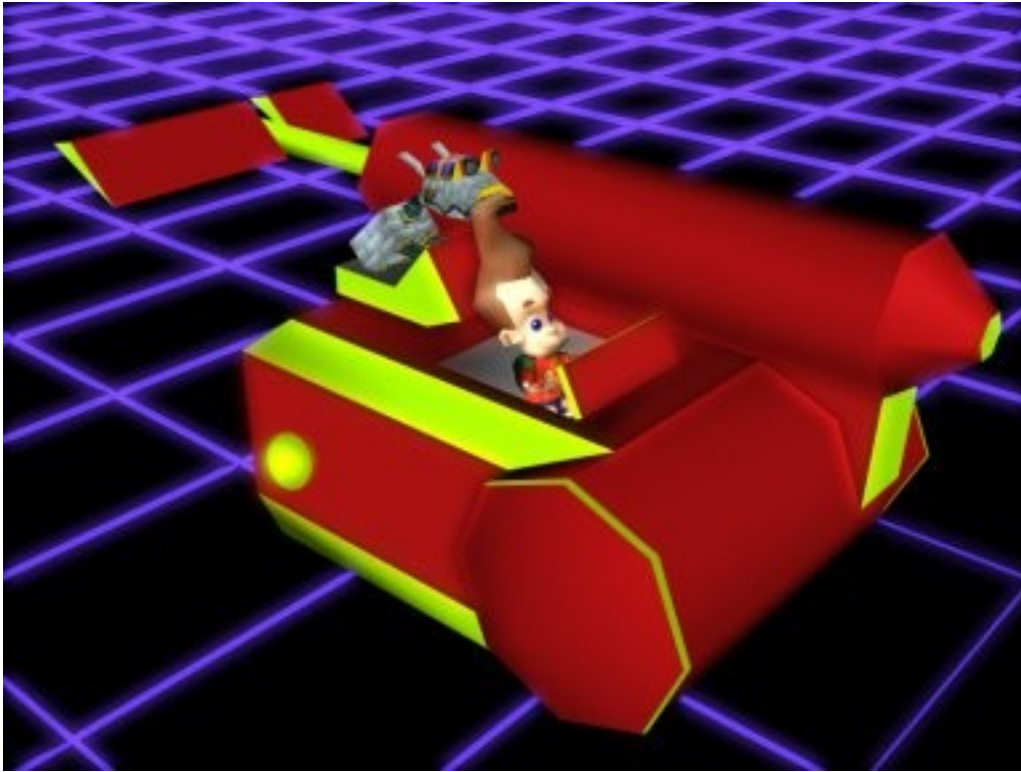
Invention	Description	R Key Function	T Key Function
Balloon / Plasma launcher	A direct fire, non-lethal water balloon launcher that can also fire electrical Plasma bolts at objects. Jimmy will determine which he fires depending on the object (creatures = water balloon, objects = plasma). Oh, yeah, did we mention the laser mounted on it for easy aiming?	Duck	Crawl
Hover Cycle	Goddard transforms into a slick hover cycle that floats on a cushion of air. Great vehicle for rough terrain but it has a limited height range.	Fly on the side to go between objects.	Turn around quickly.
Rocket Ship	Jimmy's fastest invention that allows him to travel far, fast, and high. Use this sleek rocket to save the day.	Barrel Roll to avoid flying objects.	Turn around quickly
Mini Submarine	Jimmy finds and builds a mini-sub for him to explore and locate Numey's underwater lab.	Barrel Roll to avoid flying objects.	Turn around quickly.
VR Tank	A special vehicle built for use inside the Virtual World. Jimmy uses the VR tank to save Libby and reverse Buggy VOX.		
Jet Pack	Same as original game and will only appear in limited places (not a default item).	None	None

Water Balloon Launcher



One of our main antagonists is going to be hoverbots (cute, small, floating droids built by Numey) that try to get close to Jimmy to zap him. We wanted to give Jimmy a defensive weapon that worked similar to the baseball mode except it has a direct line of fire (i.e. no arc) and a laser aiming sight. The weapon would fire a water balloon that would temporarily disable (spark/ zap) a droid.

VR Tank



The Virtual Reality tank will resemble a large bug-spraying machine that fires anti virus projectiles towards the bugs inside VOX's motherboard. Goddard will sit in back while Jimmy controls the tank.

Rocket Ship



The Rocket Ship is used twice in the game. Jimmy has to find and attach a Candy launcher to the Rocket Ship to tame Carl when Negatron turns him into a giant, hungry enough to destroy downtown until fed. Jimmy will have to fly the rocket ship and pass a few times around Carl's head while shooting candy in his mouth. After a specific amount Carl will slow down allowing for the coupe de grace shot of the inhaler to bring him down to size.

A similar event will occur near the end when Negatron animates the Dinosaurs in the museum. He will have to shoot water balloons at the mechanical beasts to prevent them from destroying Retroville.

Submarine



Once Jimmy collects all of the needed items around the river wharf he will be able to place the sub into the water by using the crane. The sub will then be ready to explore underwater depths while Jimmy is moving towards Numey's underwater lab.

The sub will have similar functions as the rocket ship but a claw unit mounted up front will allow Jimmy to pick up some valuable treasure and items before he reaches Negatron's lab.

Hover Cycle



Jimmy's Hover Cycle is his fastest way of traveling on shallow water while being chased by the dam's water surge. Goddard transforms into a fast moving hovercraft that will fly just above the water line.

Hanging Vines & Ropes



A rope similar to the grappler invention will appear fixed in length that Jimmy can jump to, climb up, swing, then jump off.

LMB = Climb, Move to direction to swing, RMB = Release from rope.

Jimmy's Pickup Items and Inventory

Jimmy may encounter some pickup items throughout the game for points as well as to complete an objective. He will also be able to interact with specific machines to trade coins for candy, Flurp, or windup walking toys.

Using the Vending Machines

Jimmy can purchase items out of the vending machines by collecting coins and walking up to any machine. There are two different types of vending machines that will give Jimmy a specific item for only 2 coins. There is at least one of each vending machine in the following locations: Downtown, Museum and Candy Bar.



Taking Candy from the Candy Jars

Jimmy can find full candy jars and receive 3 pieces of candy from them. Jimmy will have to collect as much candy as possible so he can feed Carl using his Rocket ship's candy launcher.



The Villains

Negatron comes to Retroville and brings with him a large selection of animated henchmen to help him out.

1.

Jimmy Negatron



Negatron is the Evil Genius Boy who conjures up a whole lot of trouble to keep Jimmy occupied while he slowly transforms Retroville into a haven for him to enjoy. Negatron is not in a duel to the death with Jimmy but more of a battle of wits. He is trying to devise situations that Jimmy must think through to escape. Each time Jimmy rescues and escapes from a trap, Negatron will get upset thinking to himself what he did wrong.

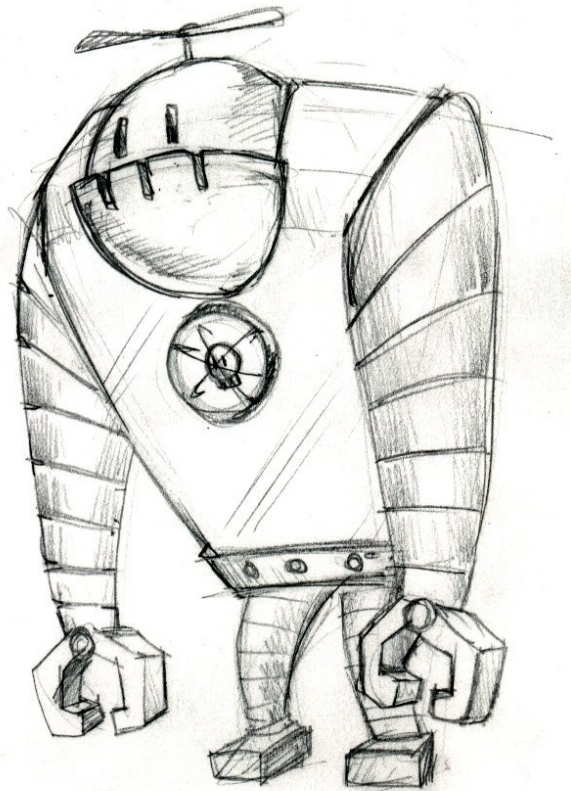
Hoverbot



Throughout the game, one of the main antagonists is going to be these cute small floating droids (built by Numey) that try to get close to Jimmy to zap him. The Hoverbots have the ability to zap Jimmy with weak electrical charges. Each zap will stun Jimmy and reduce his health by 5 points.

Jimmy's defensive weapon (balloon/plasma launcher) works similar to the baseball mode except it has a direct line of fire (i.e. no arc) and a laser aiming sight. The weapon would fire a water balloon, which would temporarily disable (spark/ zap) the droids.

Herman (The Hermanator)



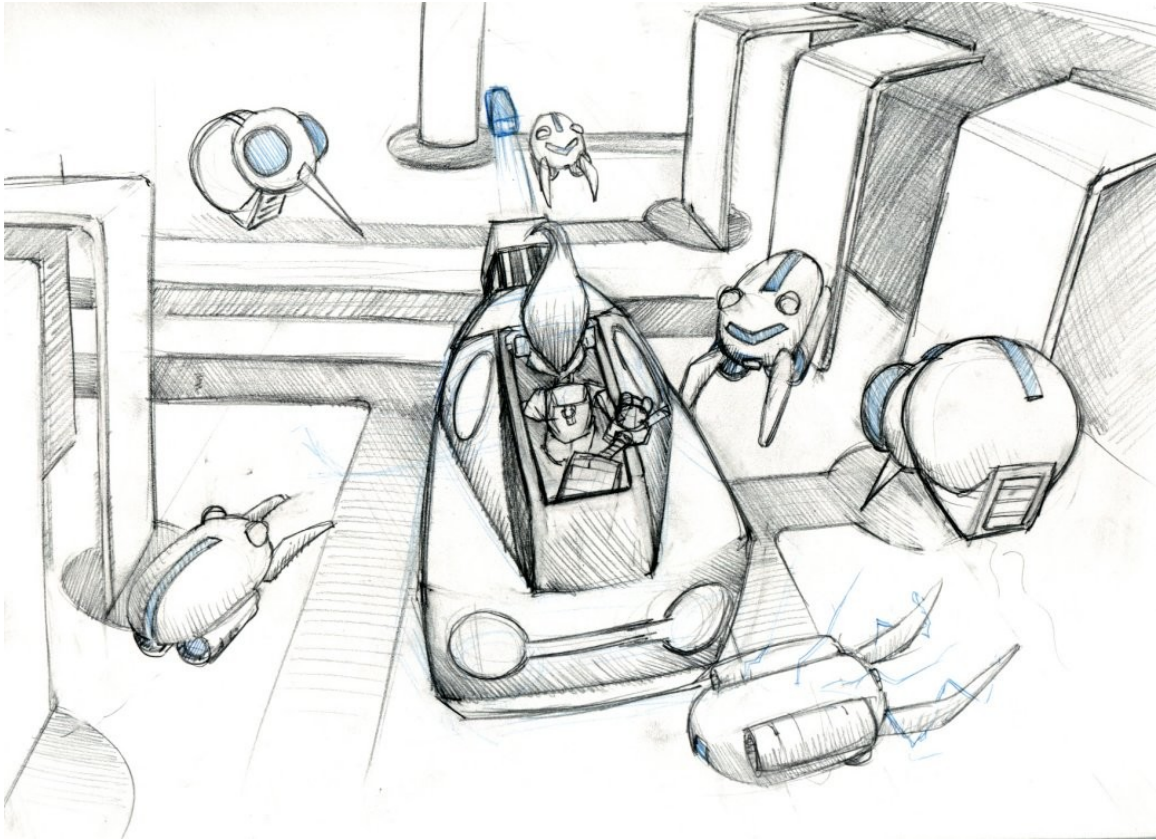
Herman is Negatron's main henchman, and lives for following his creator's every command. This robot has quite an intimidating appearance, but he is seriously lacking in intelligence. Herman speaks with an Austrian accent, as he is a parody of Arnold Schwarzenegger's Terminator character. Numey commands Herman to watch over the captive Numey, but Jimmy easily outsmarts him early in the game. When Herman finally realizes that he has been tricked, he decides to teleport to Jimmy's dimension and search for him. As being tricked angers him, Herman tries to psych himself up by referring to himself as "The Hermanator". Herman spends the rest of the game trying to correct his mistake by traveling to Jimmy's dimension and trying to apprehend Jimmy Neutron. This is a humorous subplot that runs throughout the game in the form of cut scenes.

Mummybots and Scarabs

Inside the museum archeology levels Numey will have some of his devious animated robots in the shape and form of Egyptian horror.



VR Bugs



The Virtual Reality Bugs are small creatures that are infesting VOX's motherboard making her mischievous and playful as she takes Libby into virtual reality. Jimmy must shoot his tank's anti virus rounds at all of the bugs in order to eliminate them from the system.

Game Play Details

Camera View

This camera view is a 3rd Person Chase camera. It is behind Jimmy by about 10 Feet and is above Jimmy's head by about 10 Feet. The camera will automatically move around from time to time to adjust itself giving the player the best view possible. For Example, if Jimmy back up into a fence, the camera will pan around to the side of Jimmy so that the players view is not blocked by the fence.

Objectives Panel

An Objectives Panel will display for a few seconds each time a new objective is introduced. The player can also access the panel by pressing **F1** or **H**. Each time an objective is accomplished, a new one will take its place. The Objectives Panel will display each time Jimmy moves to a different level.

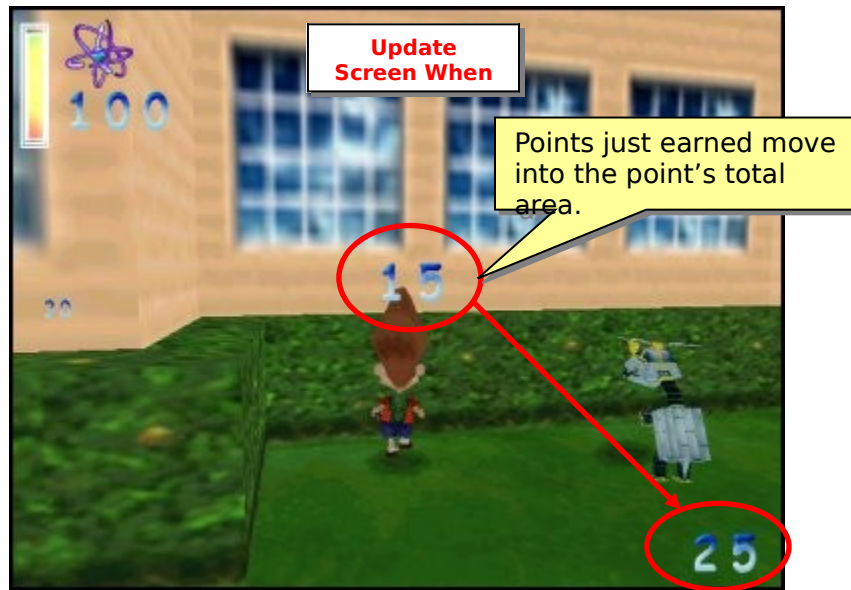


The pad will be shorter, the numbers will be removed and only the current Objective to be completed will be displayed.

See:

Game Objectives for a complete list.

Point System



Jimmy Neutron will have a simple point system that will allow the player to collect items in the game to entice the user to explore and uncover hidden animations, recordings and areas. Points will also be given for conversing with characters, unlocking inventions, finding hidden areas, and talking to characters. Each time an item of value is collected the points received will be shown in the middle of the screen. The points received animation will then move to the lower right portion of the screen and added to the Total Points section of the menu bar.

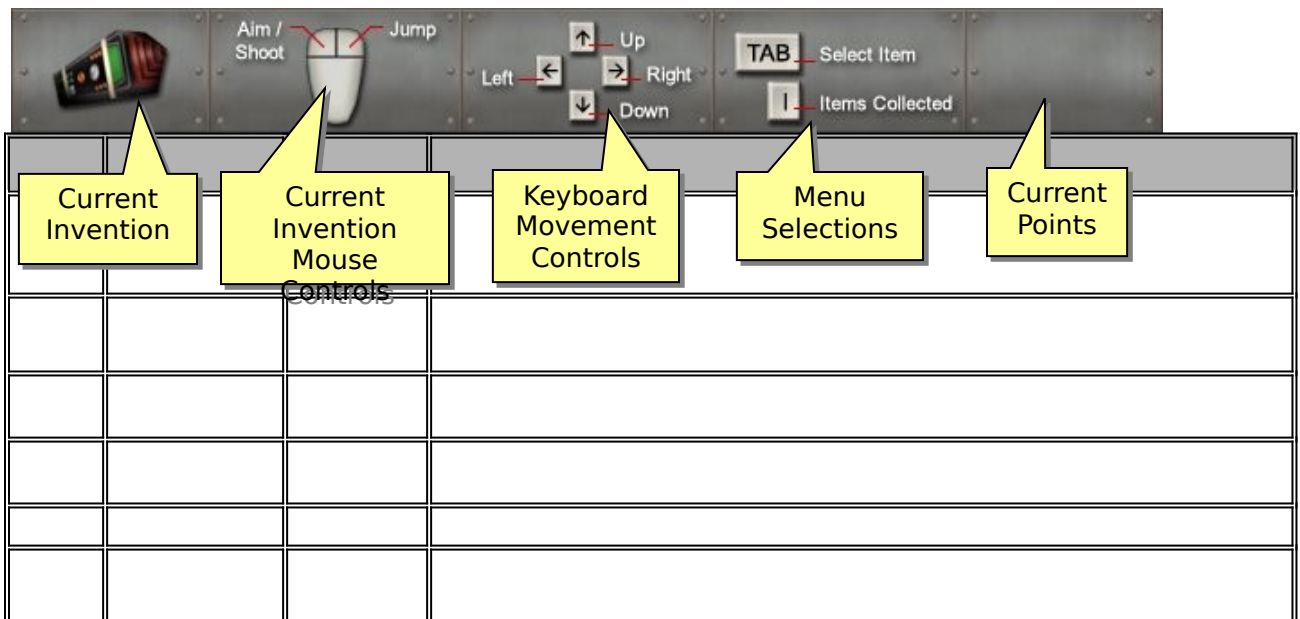
Inventory of Items



The player will be able to pick up items throughout the game that will add points. To view all of the items collected press the “I” key or press the Inventory icon when Jimmy’s Back Pack is open. A number will appear next to the item to indicate the amount Jimmy has collected. Some items will be given to other characters or consumed by Jimmy throughout the game.

Menu Bar

A Menu Bar may be used to help the younger players realize what keys to press and what menus that are available. Each time Jimmy uses a new invention the menu bar will display the correct controls for the invention. After 10-15 seconds the menu will disappear until another gadget is selected. The menu can be set to ALWAYS ON in the Options menu.



1.1 Dad: Tool Chest Key

Dad will be inside the Candy Bar away from all of the other characters. Jimmy can go to him at any time in the game to get the Tool Chest key for Mom back at home. Once Jimmy talks to Dad he will no longer have any conversations but still be walking around inside the Candy Bar.



1.2 Sheen: Ultralord Tickets

Sheen is in the Neighborhood walking around before he has to pick up trash downton.

1.3 Libby: Purple Flurp and Cindy Locations

The purpose of this scripted event is to rescue Libby from the Yokian chasing her. In doing so Libby will give Jimmy some Purple Flurp and guide him to see Cindy downtown. She will then go to Retroland.

Inside Retroland Libby once again guides Jimmy to see Cindy and gives him a ticket for the Eye in the Sky ride. Cindy has a key to Miss Fowl's room, which contains the Pass Card to the Power Plant. Libby will never be seen again after this scene.

Libby was being chased by a Yokian and was just saved by Jimmy.

Libby meets Jimmy in Retroland, pointing him to Cindy for Miss Fowl’s Key.

1.4 Benny: Race Reminder and Nick Locations

Waiting for Jimmy to race Nick. Points Jimmy to inside of school.

Benny is Downtown looking for Jimmy and is a pointer to race Nick at school.

Benny appears only after Jimmy races Nick both times.

1.5 Nick: Lucky Baseball and Area 51 Map


Jimmy meets Nick in the school for the first race.

Race Ends, Jimmy Loses and pays 10 Neutrons			
37	jimmynick9	Jimmy	

Jimmy races more than once			
12	jimmynick21	Jimmy	

Variable check to see if Jimmy has a Purple Flurp on him. If YES this speech is used

Inside the roller coaster area after Eye in the Sky



Miss Fowl: Power Plant Information

The purpose of this scripted event is to simply guide jimmy inside the power plant that he can not use anything but his Grappler Claw inside. Miss Fowl appears nowhere else in the game.

1.6 Ultra Lord: Rocket Ship

Ultra Lord is “unlocked” once Sheen’s scripted event has taken place over at the elementary school. Ultra Lord will then appear at retro-land in front of the bat-outta-heck ride. Once Jimmy gets close enough to him, a scripted event will take over with cameras automatically switching back and fourth between the two characters until their conversation is over. The player can skip this entire sequence if they choose to by simply pressing ESC or by a mouse click.

Voice Script

The Voice Script will be delivered in a separate Excel Spreadsheet document, containing the following fields:

- ❑ Index (Awe's programming OMT file number).
- ❑ Filename (the requested naming convention each Wav file is saved).
- ❑ Character (name of person speaking).
- ❑ Notes (Location of character, programming codes, game sequences, etc.).
- ❑ English in Game Dialogue (italicized facial features, tones, and mood of text.).

Note: A double line separates each cut scene.

The script will be separated into an Excel worksheet by location that the Voice Files will be separated by the characters talking (Jimmy, Numey, Jimmy & Cindy, etc.)

Voice Script

To view the entire voice script for Jimmy Neutron, locate the following file:

Jimmy Neutron Script.xls

Or >> [Click to View the Voice Script.](#)

Milestones

All Levels

LEVELS

There are 14 levels; some are sub levels of each other.

Museum Foyer – Used for intro cut scene, gateway to other museum areas

Numey's Lab – Underwater lab of our villain

Cavernous Ravine – Area for hover cycle to avoid Dam water

Wharf / Ship / Warehouse – Area used to find and build submarine

Underwater Level – Exploration area where Numey's lab is located

Museum Science Area – Backup VOX to help Jimmy (temporary lab)

Skyscraper level – Giant Carl area, also Dinosaur level

VR Tank level – VOX's area where Libby is being held

Museum Archeology Pyramid area – Miss Fowl being held

House – Jimmy's home

Neighborhood – Area will be used for holiday time travel

Jimmy's Lab – Location of Time travel device / Buggy VOX

Museum Tomb area – Mom and dad being held here

Flurp factory – Black Flurp must be destroyed

MS1 - CONTRACT SIGNED AND GAME DESIGN

MS2 (12/21/01)**Testable**

Tester will be able to navigate Jimmy Neutron around a sample level. Placeholder cut scenes will be in the game for the introduction and for the first mission. Navigation will be possible with keyboard only. Voiceover script will be submitted as an Excel file. The balloon launcher will work and be able to disable hoverbots. The hover cycle physics will be complete (some fine tweaking adjustments will remain). The hover cycle level will be playable but incomplete. Underwater area and Numey's underwater lab will be accessible but not complete. Much of game will be accessible but with temporary placeholder art.

Deliverable**Via FTP Upload**

Levels playable

Museum Foyer (used for into cut scene)

Numey Lab w / cut scene

Cavernous ravine w/ cut scene and hover cycle

User Interface - UI

Temporary UI artwork, but functional.

Art

Jimmy Neutron & Numey Jetron (dependent on approval) modeled. Basic Animation complete (Speak/Walk/Idle)

2 Levels completed visually. Interactive objects will not be completed. Levels will be Museum main entrance, Numey's Lab.

Hover cycle level will be accessible but incomplete

Docs

Initial VO Script

Refinements on design, more humor added

MS3 (1/28/02)

Testable

Game 25% complete.

3 Additional levels completed (art wise). Some objects will be interactive within level. Puzzles in these levels and the previous levels should be playable and challenging, but not necessarily complete. The three additional levels will be warehouse and underwater level and Science Area. Other levels including the museum areas will be accessible but not necessarily playable. First 6 levels of game cut-scenes will be completed with temporary audio.

Deliverable

Via FTP Upload

New Levels Playable

Warf / Ship / Warehouse

Underwater Level

Science Area

Art

6 Levels are playable, additional improvements made to Milestone 2 levels

1st pass at final UI artwork

All characters modeled

MS4 (2/24/02)

Testable

Game 50% complete.

3 additional levels to be playable. Refinements on previous levels.

Deliverable

Via FTP Upload

New Levels Playable

Skyscraper

Lab

VRTank

User Interface - UI

Should be final

MS5 (3/25/02)

Testable

Game 75% complete.
3 Additional Levels playable

Deliverable

Via FTP Upload

New Levels Playable
Museum Archeology Pyramid
House
Neighborhood

Sound
Background Music implemented
Sound effects implemented for all completed levels.

MS6 (4/29/02) - E3

Testable

E3 Demo.

Existing levels polished for E3, final audio implemented for E3

Deliverable

Via FTP Upload

New Levels Playable

Museum Tomb

Final VO added

All previous levels are polished for E3

Art

Sound

Background Music / Sound Effects implemented

MS7 (5/27/02) - ALPHA

Testable

Game 100% complete.

All levels playable, all cut scenes implemented. Only bug fixing and tweaking remains.

Deliverable

Via FTP Upload

New Levels Playable

Flurp Factory

Candy Bar

Mech VR

All levels playable

All Character and Object Interaction implemented

Art

All Game Cut scenes complete

MS8 (6/3/02)

Deliverable

Via FTP Upload
Final VO script (recording on 6/17).

MS9 (6/17/02) - VO RECORDING

MS10 (6/24/02) - BETA

Testable

Game is fully complete, only a few bugs remain and no crash bugs exist, tuning is final or near final.

Deliverable

Via FTP Upload

Engine

Mostly Done, fine gameplay tweaking remains

Art

Mostly Done, texture alignments, minor fixes/ improvements

MS11 (7/29/02) - GOLD

Testable

FINAL GOLD MASTER

Deliverable

Via FTP Upload

Development team



PROJECT DIRECTOR / LEAD PROGRAMMER
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LEAD ARTIST / LEVEL DESIGNER
DANIEL CUCHACOVICH

SENIOR LEVEL DESIGNER / ARTIST
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LES BIRD

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